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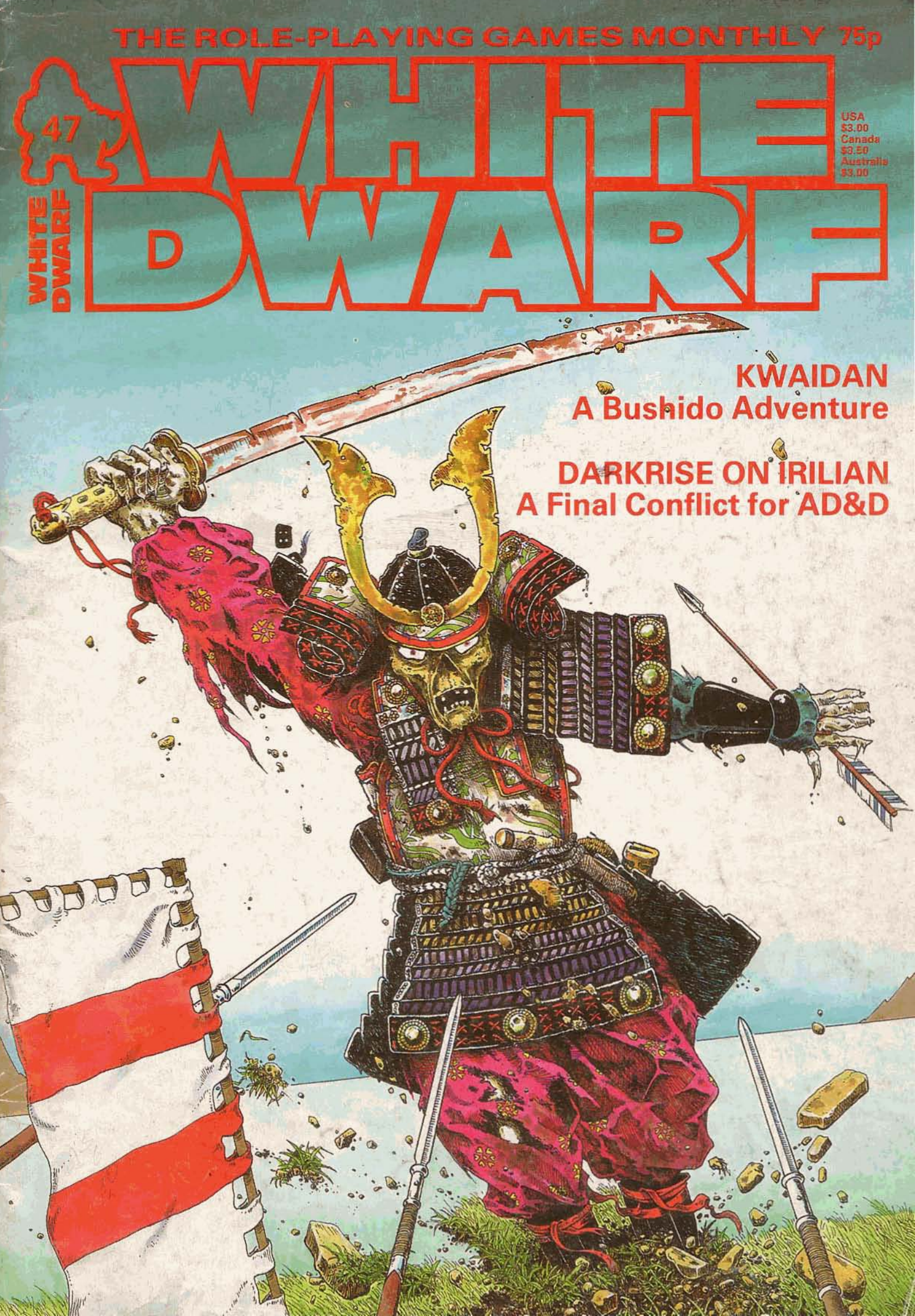

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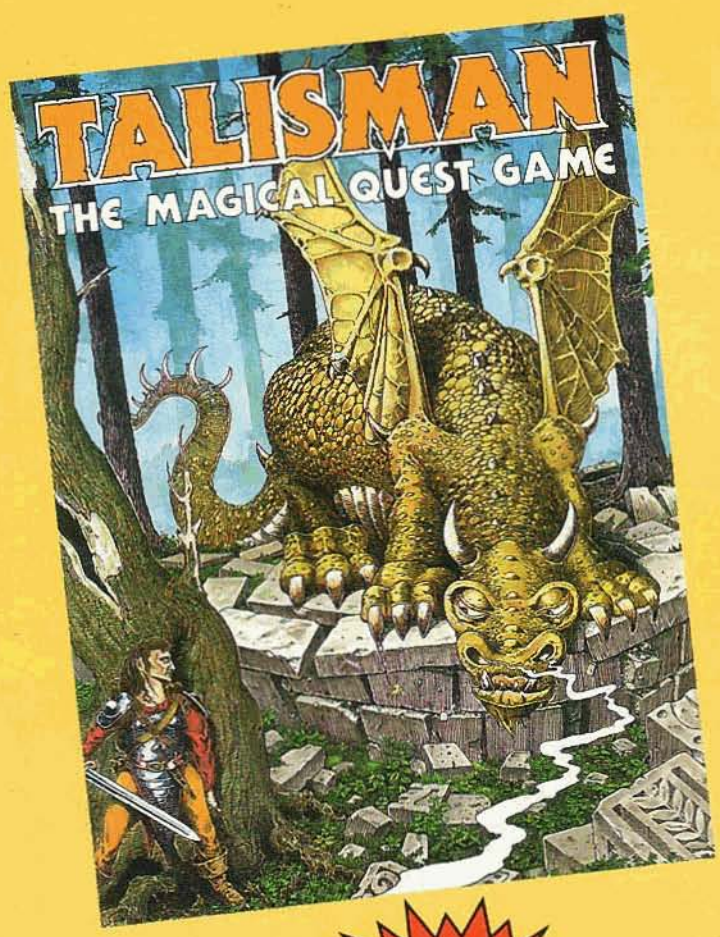


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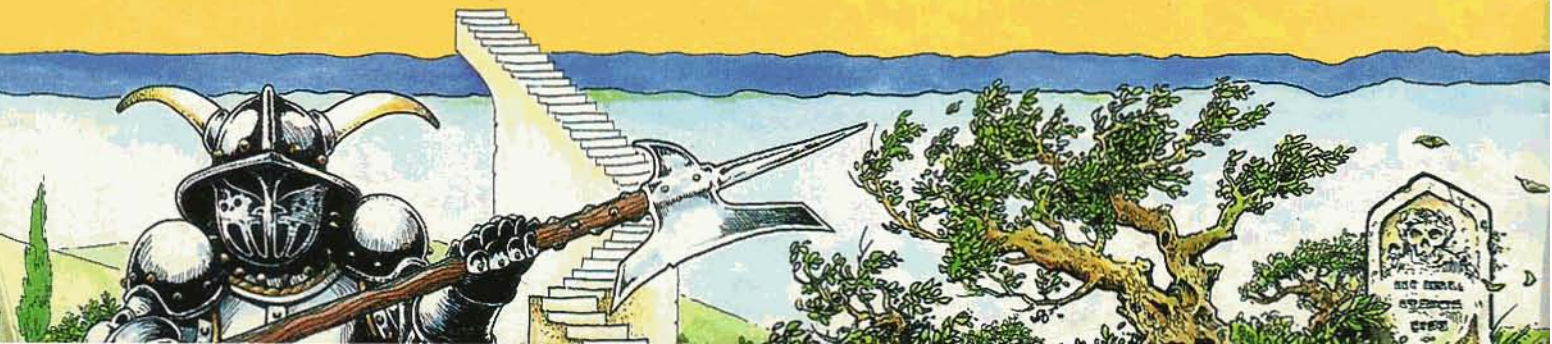

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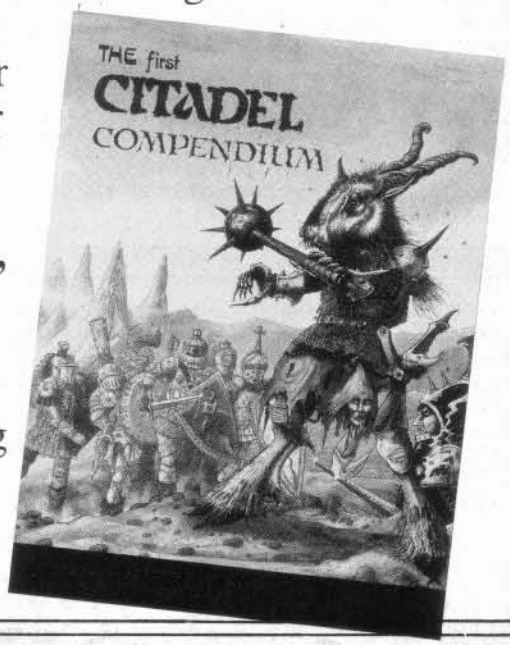

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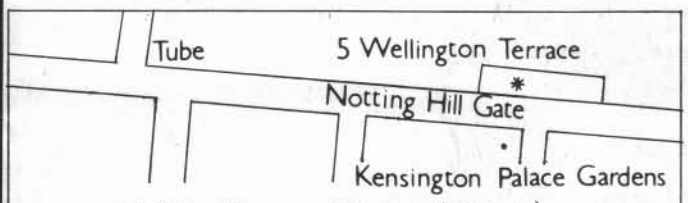


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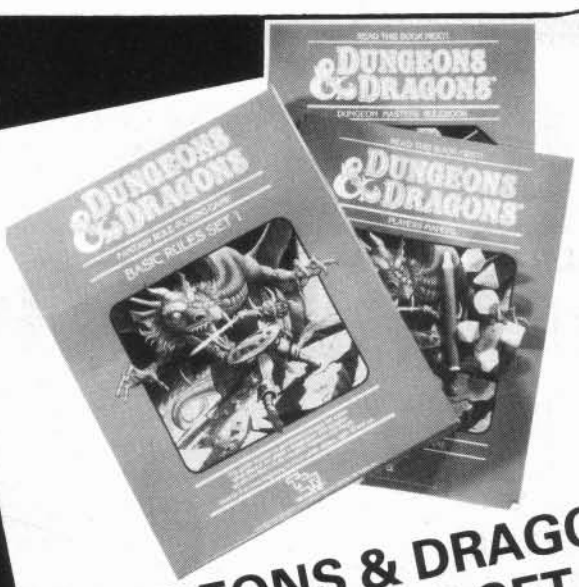


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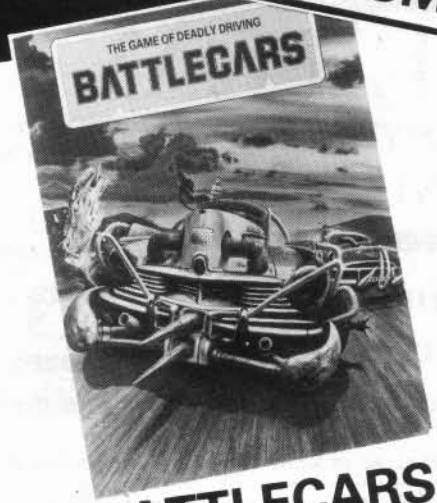


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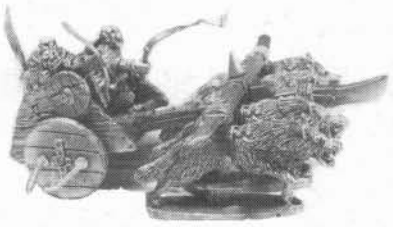

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With over 500 replies already received, the job of analysing the result of *The Reader Strikes Back* is going to be quite a task. The results should be available for inclusion in issue 48, but we are not making any promises.

I think it is about time we praised our excellent artists and it looks like the cover for issue 44 is going to win the 'Best Cover' category. Well done Alan Craddock. No matter what your opinion is about scantily-clad females, there is no denying the excellence of Alan's dramatic and vivid style. Future issues of *White Dwarf* will certainly be featuring more of his work.

Ian Livingstone

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# The Demonist

## Extra-Planar Specialist!

### by Phil Masters

*Following the series on Demons in* RuneQuest, *we thought it was time to give all you* D&Ders *a piece of the action.*

**Introduction**
Demonists faithfully serve a divinity in exchange for spells and assistance. Although a clerical sub-class, they more closely resemble magic users in their introspection and solitary habits. Demonists call on demons and devils as servants and allies and can command many other beings from the *Outer* and *Elemental Planes*. Their studies give them skill in inter-dimensional travel, and their mastery of arcane lore bestows them with many informational spells. They can also counter such activity. As 'lay priests', demonists have some power over undead.

**Basic Characteristics**
*Alignment*: Must be some variant of evil or chaoticism – or both – as the profession is basically an anti-social one.

*Minimum Statistics*: Intelligence 14, Wisdom 13, Constitution 8, Charisma 11; 16 or greater intelligence *and* wisdom gives a 10% experience bonus.

*Races and Multi-Classes*: Demonists can be human (no level limit), half-elves (maximumm 10th level) or elves (maximum 7th level). Half-elves may be assassin/demonists; elves and half-elves may be fighter/demonists. Mixed-class characters may use any weapons, but assassin/demonists are limited to leather armour; fighter/demonists may use any armour.

*Saving Throws*: Save as clerics, +2 vs *magic jar* or demonic/diabolic possession.

*Melee*: Attack as clerics; flaming oil and poison *prohibited*. Hit Dice are six-sided, +1 first level *only*. Armour must be leather or studded leather, any shield may be used. Weapons are limited to dagger, scimitar or sword (any type). Initial number of weapons: 2. Non-proficiency penalty: -4. Added proficiency per level: 1/4 levels.

**Followers**
Demonists may recruit hirelings on a one-job basis only. If they have a stronghold, however, as many as are needed to run it may be hired. No henchmen are allowed until 5th level, when *one* demonist, cleric or magic-user may be recruited as an assistant. A second may be employed at 7th level, and a third at 9th. Only at 11th level and up may henchmen of any class save paladins, rangers or druids be recruited. At 11th level or higher, a demonist may construct a stronghold (supernatural powers may be called in to help with the building).

**Magic Items**
Any magical dagger, scimitar or sword, magical shield, magical leather or studded leather armour may be used. Any item that protects against enchanted beings, that duplicates demonist spell-powers, or that is usable by all classes may be used. Other items allowed are: *Rods of Beguiling and Smiting, Staves of Command* (as a magic-user), *Candles of Invocation, Magic Gauntlets and Girdles, Horns of the Tritons, Magic Incense, Prayer Beads, Magic Nets, Magic Pearls, Robes of Eyes, Spheres of Annihilation, Magic Talismans*.

Scrolls of demonist-type spells may be used. From 4th level on, *any* scroll spell may be comprehended (with a *read magic* spell) and used. However, there is a failure chance in the latter of 68% (base), less 2% per experience level (ie: a 60% chance of failure at 4th level); a failure is 20% likely to be a reversal of the spell, otherwise it is just ineffective.

At 10th level +, spell scrolls may be scribed, including scrolls of *protection* against demons, devils, elementals, possession or undead. At 16th level +, demonists may enchant items as per clerics. They *never* brew potions.

**Special Powers**
1. With creatures from the *Outer* or *Elemental Planes*, a *reaction bonus* (as per high charisma) of 5-10% (d6+4) due to specialised knowledge of such creatures is gained.
2. Demonists may *Turn Undead* as a cleric of half the demonist's level, rounding fractions up – 1st and 2nd level demonists have the power of first level clerics, and so on.

*Slowly, he raised his eyes to meet those of his King. 'Yes, my lord, I, Jhodever, Master Demonist, can indeed summon forth an Army of the Night or a Host of Devils to serve you. But my price is high'.*

**Demonist Magic**
Demonist spells of first, second and third level are gained and memorised as low level cleric spells – by concentration and meditation. Such spells can be treated as clerical magic. Bonus spells are *not* gained for high wisdom.

When fourth or higher level spells can be use, the demonist must use a spell book and locate such enchantments as a magic-user; thus chances to comprehend, minimum and maximum numbers of spells and so on are exactly as for a magic-user of similar intelligence.

*The Focus*: One weapon must be carried as a *focus* and acts as a holy symbol in demonists' clerical-type magic. Its loss or destruction prevents use of most such spells until another is prepared. No demonist may possess more than one *focus* at any time, and its use is specific to him or her alone. Such a blade is prepared by being ritually cleansed in (un)holy water (as appropriate to his or her divinity) and having *sanctuary* (in this case needing no material component) and *dedication* cast on it. The demonist must subsequently use the *focus* for any ritual sacrifice needed or offered in the course of events (attempts to use other blades are futile and blasphemous).

The *dedication* on a *focus* is vulnerable to *dispel magic*, which renders the blade ritually useless until it can be re-prepared. If the blade is magical, the chance of a *dispel* being effective is reduced by 20% for each +1 on the blade in its least effective use (thus a Sword +2, +4 vs giants, is 40% less likely to be *dispelled*). Level-draining or life-stealing swords have a further 10% reduction, and (rare) *Swords of Summoning* may be better yet. Furthermore, any spell cast using a *focus* which is enchanted to +2 or better give a -1 on opponents' saving throws.

**Demonists Table**

| *Experience Point* | *Experience Level* | *6-sided hit dice* | *Level Title* |
|---|---|---|---|
| 0-1,500 | 1 | 1+1 | Supplicant |
| 1,501-3,250 | 2 | 2+1 | Spirit Caller |
| 3,251-6,750 | 3 | 3+1 | Power Caller |
| 6,751-13,000 | 4 | 4+1 | Initiate Warlock |
| 13,501-27,500 | 5 | 5+1 | Warlock |
| 27,501-55,000 | 6 | 6+1 | Superior Warlock |
| 55,001-110,000 | 7 | 7+1 | Pentagrammarist |
| 110,001-230,000 | 8 | 8+1 | Initiate Demonist |
| 230,001-475,000 | 9 | 9+1 | Demonist |
| 475,001-750,000 | 10 | 10+1 | Superior Demonist |
| 751,001-1,050,000 | 11 | 10+3 | Master of Demons |
| 1,050,001-1,350,000 | 12 | 10+5 | Grand Master of Demons |
| 1,350,001-1,650,000 | | | |

*300,000 experience points per level for each level beyond the 13th, thereafter Demonists gain 2hp per level after the tenth.*

**Spells Usable by Class and Level**

| *Level* | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|
| 1 | 2 | – | – | – | – | – | – |
| 2 | 2 | 1 | – | – | – | – | – |
| 3 | 3 | 2 | – | – | – | – | – |
| 4 | 4 | 2 | 1 | – | – | – | – |
| 5 | 4 | 3 | 2 | – | – | – | – |
| 6 | 4 | 4 | 3 | – | – | – | – |
| 7 | 5 | 4 | 3 | 1 | – | – | – |
| 8 | 5 | 4 | 4 | 2 | – | – | – |
| 9 | 6 | 5 | 4 | 2 | 1 | – | – |
| 10 | 6 | 5 | 5 | 3 | 2 | – | – |
| 11 | 6 | 5 | 5 | 3 | 3 | 1 | – |
| 12 | 6 | 6 | 5 | 4 | 3 | 2 | – |
| 13 | 7 | 6 | 5 | 5 | 4 | 2 | 1 |
| 14 | 7 | 7 | 6 | 5 | 4 | 2 | 1 |
| 15 | 7 | 7 | 6 | 5 | 5 | 3 | 2 |
| 16 | 8 | 7 | 6 | 6 | 5 | 3 | 2 |
| 17 | 8 | 7 | 7 | 6 | 5 | 4 | 2 |
| 18 | 8 | 7 | 7 | 6 | 6 | 4 | 3 |
| 19 | 9 | 8 | 7 | 7 | 6 | 4 | 3 |
| 20 | 9 | 8 | 8 | 7 | 6 | 5 | 3 |

**Spell Listings**

*1st Level*
Augury (c)
Dedication
Protection from Evil + (c)
Sanctuary (c)
Soul Shield
Spirit Command

*2nd Level*
Detect Magic (c)
Detect Spirit +
Divinition (c)
Dust Warriors
Identify (m)
Petition
Plane Source
Ward Element

*3rd Level*
Dispel Magic (c)
Protection from Evil, 10' radius + (c)
Read Magic (m)
Speak with Dead (c)
Spirit Call +

*4th Level*
Cacodemon (m)
Call Imps +
Contact Other Plane (m)
Exorcise (c)
Spiritwrack (m)
Summons Shadow (i)
Ward Magic

*5th Level*
Astral Spell (c)
Beast Summons
Charm Spirit
Conjure Elemental (m)
Entrapping Pentagram

*6th Level*
Call Foe
Commune (c)
Contract
Great Summoning
True Seeing (c)

*7th Level*
Dismissal
Gate (c)
Legend Lore (m)
Raise Pandemonium
Spirit Trap
Summons Army
*Notes*: +: reversible. (c): as clerical spell. (i): as illusionist spell. (m): as magic-user spell.

**DEDICATION (Conjuration/Summoning)**
**Level:** 1
**Range:** 3"
**Duration:** Special
**Area of Effect:** 1 creature or object
**Components:** V, S.
**Casting Time:** 3 segments
**Saving Throw:** None

An act or item is drawn to the attention of the demonist's deity; it does *not* enchant the subject, except a *focus*, and so cannot usually be *dispelled*. If a creature is *dedicated* as a sacrifice, providing this is in the deity's interest, the demonist's *focus* gains +3 to hit and +1 damage to strike the sacrifice.

**SOUL SHIELD (Alteration)**
**Level:** 1
**Range:** Touch
**Duration:** Special
**Area of Effect:** 1 creature
**Components:** V, S, M.
**Casting Time:** 2 segments
**Saving Throw:** None

The material component is the *focus*. The spell lasts for 2-5 rounds (d4+1) plus 1 round for each 3 full levels above 2nd attained by the caster (so a 5th level demonist gains 1 extra round's duration). It gives +2 on all saves vs *enchantment/charm* spells and similar device or creature powers, and against any psionic power that affects the victim's mind; it also gives +4 on saves vs *magic jar*.

**SPIRIT COMMAND (Enchantment/Charm)**
As clerical *command* spell, but it functions *only* on the *Prime Material Plane* against beings from the *Outer* or *Elemental Planes*. However, all saves against the spell are at -2.

**DETECT SPIRIT (Divination) Reversible**
**Level:** 2
**Range:** 8"+1"/level
**Duration:** Special
**Area of Effect:** 1 creature or object
**Components:** V, S.
**Casting Time:** 5 segments
**Saving Throw:** None

Detects the presence of a soul, spirit or mentality in any body or object (enchanted swords, etc), and whether or not the mind controlling the body is its 'native'. Thus it will not detect *charming* or *hypnosis*, but will detect *possession*. Only the fact of a mind is detected, not its nature. The reverse, *obscure spirit*, has a range of touch and conceals a single mind or case of *possession* from magical or psionic detection for one round per level of the caster.

**DUST WARRIORS (Conjuration/Summoning)**
**Level:** 2
**Range:** 3"
**Duration:** Special
**Area of Effect:** 2" x 2" square
**Components:** V, S, M.
**Casting Time:** 3 segments
**Saving Throw:** None

Material components are the *focus* and a *full* set of teeth from a man-sized or larger carnivore which are cast on an area of earth, rock, raw stone, sand or gravel as the spell is cast. 3-6 skeletons will rise from the area, the centre of which must be in spell range. They will fight for the caster until they are turned or destroyed, the caster is slain, rendered unconscious or moves out of spell range of the group, or the magic is *dispelled*. However, in any round when none are fighting, the skeletons are 50% likely to uncontrollably fight each other to destruction; in this case, a single skeleton will strike blows at itself.

**PETITION (Conjuration/Summoning)**
**Level:** 2
**Range:** 0
**Duration:** Special
**Area of Effect:** Special
**Components:** V
**Casting Time:** 1 round
**Saving Throw:** None

A demonist may strike a bargain with a being of the *Outer Planes*, and gain a promise of possible supernatural assistance. The being, if not engaged elsewhere, may be contacted by *petition* when the aid is needed. It does *not* ensure that any promises are honoured.

**PLANE SOURCE (Divination)**
**Level:** 2
**Range:** 1"
**Duration:** Special
**Area of Effect:** 1 creature or item
**Components:** V, S, M.
**Casting Time:** 2 segments
**Saving Throw:** Special

Reveals the *Plane* of origin of any one creature, object or magical phenomenon in spell range, or the *Plane* reachable by the closest *gate* or dimensional nexus point. Hostile or unwilling creatures save vs spells to avoid their origins being divined. Material component: caster's *focus*.

**WARD ELEMENT (Abjuration)**
**Level:** 2
**Range:** 0
**Duration:** 6 rounds/level
**Area of Effect:** 5' radius sphere
**Components:** V, S, M.
**Casting Time:** 2 segments
**Saving Throw:** None

Creates a sphere of defence, comparable with *protection from evil*, which cannot be penetrated by any creature from *one Elemental Plane* specified when casting. Attack forms related to the element chosen are weakened by the sphere, so those inside get a saving throw as follows:

*Fire*: +2 on saves vs fire, and -1 from each damage die.

*Water*: +2 vs cold attacks; +3 vs acid attacks; -1 from acid damage per die.

*Earth*: +3 vs petrifaction; -2-5 damage from falling rocks, catapulted boulders, etc.

*Air*: +2 on saves vs lightning, +1 vs poison gas; -1-4 damage from either.

Magical component: caster's *focus*. This will *not* work on the *Elemental Planes*.

**SPIRIT CALL (Conjuration/Summoning) Reversible**
**Level:** 3
**Range:** 3"
**Duration:** 3 rounds + 1 round/level
**Area of Effect:** Special
**Components:** V, S, M.
**Casting Time:** 3 segments
**Saving Throw:** None

Summons 2d6+1 incorporeal entities from the *Astral Plane*, to anywhere within spell range on the *Plane* of casting. These spirits cannot stand full daylight; the sun drives them back to their own *Plane*, and equivalent light drives them back to the shadows. Their own sense is a limited form of *ESP*, so they need no illumination to 'see'. Each spirit serves the demonist until *dispelled*, released, or the reverse, *dismiss spirit*, is cast on them – or until spell duration expires. Each can lift up to 20gp in weight and move with it at a rate of 6". Their main ability is to temporarily activate corpses, one per spirit, as skeletons/zombies, but they can then be 'turned', returning them to their own *Plane*.

As 'extra-planar' beings, they are subject to *protection* spells, *holy words*, etc. Material component: caster's *focus*.

**CALL IMPS (Conjuration/Summoning) Reversible**
**Level:** 4
**Range:** 2"
**Duration:** ½ round/level
**Area of Effect:** Special
**Components:** V, S, M.
**Casting Time:** 4 segments
**Saving Throw:** None

Material components are the *focus* and a drop of human, elven, half-elven, dwarvish or halfling blood. The spell summons (d6+1) minor monsters to a desired point in spell range. Normally these are imps or quasits [*MM*] but DM's may▷

▷allow mephits [*FF*], dream demons [*WD25*], or the like. The beings will fight until they are destroyed, spell duration expires, the summoner is slain or rendered unconscious, or they are forced back to their *Plane* of origin. These are *not* familiars; they will only fight for the demonist, not perform more complex tasks.

The reverse, *dismiss imp*, returns one creature of any of the types summonable to its *Plane* of origin; a saving throw is allowed, but at -3. This needs *holy water* in place of the blood. Even familiars can be *dismissed*, and none may return for seven full days.

**WARD MAGIC (Abjuration)**
**Level:** 4
**Range:** 0
**Duration:** 1 turn/level
**Area of Effect:** 5" radius sphere
**Components:** V, S, M.
**Casting Time:** 4 segments
**Saving Throw:** None

A spherical protective zone is set up around the caster which lasts until *dispelled*, the caster leaves its confines, or its duration expires. No *summoned*, conjured or extra-dimensional creature can enter. Undead are *slowed* within it – skeletons and zombies may even have their animating magic *dispelled* since the sphere also acts as a *dispel magic* on any spell cast within or entering its confines. Even instantaneous spells not normally susceptible to *dispelling*, like *lightning bolt*, can be suppressed. Items with spells cast on them (including skeletons, zombies, animated objects, potions, etc) must be checked on their 1st and alternate subsequent rounds within the sphere (ie 1st, 3rd, 5th, etc) to see if they are *dispelled*. The sphere may be dispelled, but its own power may act to *dispel* the *dispel magic* first! If two spheres intersect, each instantly cancels the other out. Material component: *focus*.

**BEAST SUMMONS (Conjuring/Summoning)**
**Level:** 5
**Range:** 6"
**Duration:** 5 rounds + 1 round/level
**Area of Effect:** Special
**Components:** V, S, M.
**Casting Time:** 5 segments
**Saving Throw:** None

Calls *one* creature from another *Plane* in 3 segments. The creature may be of almost any strength. Conditions available must be suitable for the monster; if the dice indicate a water weird where there is no water, or an xorn on a cloud island, a re-throw is made.

| *Die Roll* | *Monster* |
|---|---|
| 01-06 | Aerial Servant |
| 07-13 | Demon, Type I |
| 14-17 | Demon, Type II |
| 18-19 | Demon, Type III |
| 20-21 | Devil, barbed |
| 22-25 | Djinni |
| 26-28 | Efreeti |
| 29-39 | Gargoyle |
| 40-51 | Hell hound |
| 52-59 | Invisible stalker |
| 60-61 | Night Hag |
| 62-66 | Nightmare |
| 67-69 | Rakshasa |
| 70-73 | Salamander |
| 74-85 | Spider, Phase |
| 86-88 | Grey Slaad |
| 89-97 | Water Weird |
| 98-00 | Xorn |

**CHARM SPIRIT (Enchantment/Charm)**
**Level:** 5
**Range:** 6"
**Duration:** Special
**Area of Effect:** 1 creature
**Components:** V, S, M.
**Casting Time:** 5 segments
**Saving Throw:** Negates

As an MU's *charm monster*, except it only affects *one* creature not on its own *Plane* of origin. The creature will save at -3, but if it subsequently returns to its own *Plane*, an immediate check is made to see if the magic is broken. On this and all subsequent (weekly) checks on the creature's own *Plane*, the normal chance of the enchantment breaking is *doubled*. Material component: *focus*.

**ENTRAPPING PENTAGRAM (Alteration, Enchantment/Charm)**
**Level:** 5
**Range:** Special
**Duration:** Special
**Area of Effect:** Special
**Components:** V, S, M.
**Casting Time:** Special
**Saving Throw:** Special

This weird, dangerous and potent spell creates a special pentagram, some 7' across, within which a demon, devil, daemon, night hag or elemental can be trapped and made helpless, deprived of all magical powers and abilities, even including magic resistance and the ability to travel between *Planes*. Such beings will feel nothing but undying hatred for the one responsible, conceivably masked by fear after long domination and restraint.

The casting involves scribing the pentagram with a special ink of mammal blood, holy and unholy water, ground chalk, powdered iron and 3,000gp worth of rare ingredients. One hour of uninterrupted work and spell casting is needed. The surface used must be solid rock or stone, with no other marks or inscriptions on it.

The subject of the spell must be forced into the pentagram. Spells such as *conjure elemental, cacodemon, great summoning* or *gate* may be used to place the subject within the magic inscription, but it will then be aware of the attempt, and can use magic resistance and a saving throw vs spells to avoid *entrapment*. There is also a 25% chance that it will become aware of the identity of the demonist – often with serious consequences for the latter. More subtle are attempts to trick the subject into a pentagram concealed by dust, rugs, or vegetation, etc, or by use of *charm* spells. Even brute force *might* work...

Once the victim is within the pentagram, it activates and *entraps* the victim. This must be done within four hours per experience level of the caster, else the magic fades. However, once the victim is caught, the only escape is if another being of at least cat-size enters the diagram [*note*: no animal is likely to go anywhere *near* a trapped and angry being], if part of the diagram is erased from outside, or if the captured being is attacked by weapon or spell. Bargaining with trapped beings by offering freedom is plausible but usually unwise. Naturally, intelligent beings will often try to mislead, cajole or browbeat their captors.

**CALL FOE (Conjuration/Summoning)**
**Level:** 6
**Range:** 5" + 1"/level
**Duration:** Special
**Area of Effect:** Special
**Components:** V, S, M.
**Casting Time:** 1 round
**Saving Throw:** None

If a demonist knows or suspects that some extra-dimensional monster or group within spell range has a sworn, innate and ancient enemy or balancing force somewhere in the multiverse, this spell (material component: *focus*) will cause that enemy to appear within 1-4 rounds, in sufficient force to match their opponents, by invoking a fundamental balancing principle in the multiverse. Greater gods are potent enough to negate that principle and prevent their natural foes from appearing. Foes not wishing to be called may exert their magic resistance. The spell has no effect on the mundane beings of the *Prime Material Plane*.

Cases where enemies exist are djinni and efreeti, Bahamut and Tiamat, githyanki and githzerai [*Fiend Folio*].

**CONTRACT (Alteration)**
**Level:** 6
**Range:** Special
**Duration:** Permanent
**Area of Effect:** Two beings
**Components:** V, S, M.
**Casting Time:** 5 rounds
**Saving Throw:** None

This creates a binding contract between a mortal (who may be the caster) and a supernatural creature, of at least low intelligence, of the *Outer* or *Elemental Planes*. Casting requires the drafting of the full agreement, using rare inks and parchments worth 500gp; signed in the mortal's blood.

The contract is consistently binding, but only to its exact wording. Evil beings will naturally pervert the spirit while honouring the letter. *Contracts* made under coercion are *not* binding. If the supernatural being wishes, it may exert magic resistance to nullify the contract at the time of signing, but any informational spell will reveal this, entirely nullifying the agreement. The consequences of a later breach of contract by the being are up to the DM (such breaches are rare), but widespread knowledge of the perfidy, the close attention of furies and gods of justice, loss of power and worshippers, and other such restraints can be applied. Deviations from the *contract* by the mortal cause the loss of one point of strength and constitution every 12 hours until the divergence is rectified, *or* the immediate notification and appearance of the supernatural being – which has to be agreed when the contract is signed. Outright breach of contract instantly paralyses the mortal for 4-16 turns *and* immediately brings the supernatural creature to the scene. The spell can *only* be broken by three full wishes, cast *simultaneously*.

**GREAT SUMMONING (Conjuration/Summoning)**
**Level:** 6
**Range:** 2"
**Duration:** Special
**Area of Effect:** Creature Summoned
**Components:** V, S, M.
**Casting Time:** Special
**Saving Throw:** Special

Essentially a superior *cacodemon* spell, this will summons any named demon of less than princely status, any named devil of less than arch-devil rank, certain potent entities from other dimensions possessing true names, and even a few demi-gods with that characteristic. The material components in each case vary widely, but always include the *focus* and 500+gp worth of rare and peculiar substances.

The procedure is as for a *cacodemon*; casting time is 2d4+4 hours, and the saving

throw is rolled on 2d10. The attitude of the being summoned varies with alignment, but is never less than extreme irritation. Creatures summoned will always have full hit die. A *spirit trap* spell attack may be employed by some demonists against the being summoned.

**DISMISSAL (Abjuration)**
**Level:** 7
**Range:** 12"
**Duration:** Special
**Area of Effect:** 5" radius sphere
**Components:** V
**Casting Time:** 3 segments
**Saving Throw:** Special

Any creature summoned by the demonist must depart instantly, with no saving throw allowed. Similarly, any creature brought to the area against its will and by magic summons may freely choose to allow the *dismissal* to return it to its place of origin, regardless of its summoner's desires. Any extra-dimensional creature arriving by its own powers or abilities must save vs spells at -3 or depart, and in any event will be stunned for 1-4 rounds. Finally, any creature willingly conjured or summoned to the scene by another's magic is automatically paralysed for 2-8 rounds, and for each such, their summoner must save vs spells at -4 or see the creature depart. The spell effects every such creature within a 5" radius sphere with its centre within spell range selected by the caster. No creature *dismissed* may depart its home *Plane* again for one full year, unless summoned or conjured by the caster of the *dismissal*.

**RAISE PANDEMONIUM (Conjuration/Summoning)**
**Level:** 7
**Range:** 10"
**Duration:** 1 turn + 1 round/level
**Area of Effect:** 4" radius circle
**Components:** V, S, M.
**Casting Time:** 7 segments
**Saving Throw:** None

This hideously dangerous and chaotic spell summons an uncontrollable crowd of demons, all of which appear in an 8" diameter circle with its centre at a point selected within spell range. The caster has no influence over the monsters, which remain until the summoning magic is *dispelled* from each of them, each is slain, or spell duration expires. Material component: *focus*.

The group will comprise: 2-12 type I demons; 2-7 type II; 30% chance of 2-8 quasits; 20% chance of 1-8 manes; 80% chance of 1-4 of type III; and a 65% chance of a single type IV. If no non-demonic beings are detectable in an area, there is a 90% chance of an intermittent fight between those of type I and those of type II. There is a 10% chance of this if the only other available victims appear weak and non-aggressive. Otherwise, they will be mostly interested in slaughtering mortals, though the stronger and more intelligent specimens may seek to dominate the others or hunt down the richest pickings.

**SPIRIT TRAP (Conjuration/Summoning)**
**Level:** 7
**Range:** 2"
**Duration:** Permanent until broken
**Area of Effect:** 1 creature
**Components:** V, S, M.
**Casting Time:** Special + 1 segment
**Saving Throw:** Negates

As MU's *trap the soul* spell, except the range is 2", it can only be cast on the *Astral, Ethereal* or *Material Planes*, and the creature to be trapped must originate on the *Outer* or *Elemental Planes*. The prison object, which requires *no* further spells to prepare, is a specially made, hand-sized, engraved and carved brass bottle, costing at least 800gp. It must be corked as the spell takes effect, and sealed with wax within an hour (else the prisoner will escape). Removing the bung frees the prisoner.

**SUMMONS ARMY (Conjuration/Summoning)**
**Level:** 7
**Range:** Special
**Duration:** Special
**Area of Effect:** Special
**Components:** V, S, M.
**Casting Time:** Special
**Saving Throw:** None

A demonist wishing to summon a supernatural army must perform a long series of tasks to locate, recruit and transport the force. Only one such conjuration is possible in any lunar month, and in 5% of cases, none is. Thus, with a 5% chance that some unknown demonist has performed the magic, there is a 10% chance that the spell will prove temporarily impossible, even if no known character has already used it that month. The demonist must cast an *augury* to check this point, a *divination* to ascertain *where* the magic must be performed, and a *contact other plane* to reveal the army available (roll dice on table below) and to open negotiations with them. Note that the *Plane* to be contacted will always be two removed from the *Prime Material*.

The place of summoning will always be a wild, desolate, deserted spot, 1-100 miles from the demonist in a random direction. The demonist must journey there and begin casting before the lunar month is out, else the chance is lost, and preparations must begin anew. Once there, four large bonfires defining a quadrilateral big enough to contain the army to be summoned must be built to burn rare woods, incense and spices to a total value of 5,000gp. The fires must be kept burning throughout the summoning, which will be 1-4 turns plus the materialisation period of the army (see table).

A demonist who summons an army and fails to pay them immediately can expect serious trouble. Certainly, no other army will ever subsequently answer his call unless paid well and in advance *after* the original army has been paid at least treble its usual rate to compensate for delay and disrespect.

A *summons army* can only be dispelled if the entire force is brought back to the summoning point. However, individual members can be forced back to their own *Planes* by *holy water* or *dismissal* spells.

| *Die Roll (d100)* | *Army Type (Turns to Materialise)* |
|---|---|
| 01-16 | Army of the Dead (3) |
| 17-27 | Army of the Night(4) |
| 28-33 | Demon Hordes (2) |
| 34-39 | Devil Host (2) |
| 40-45 | Swamp Legion (3) |
| 46-51 | Insect Swarms (3) |
| 52-65 | Slaadi Death Squad (4) |
| 66-72 | Githyanki War-Party (5) |
| 73-84 | Tree Spirits (2) |
| 85-00 | Warriors of Valhalla (5) |

*Army of the Dead*: A demon lord's emissaries comprising 50-300 skeletons and 5-20 zombies led by a ghast. They will serve, providing it is to wreak havoc and destruction, for one lunar month.

*Army of the Night*: A night hag, mounted on a nightmare, in command of her retinue of 5-20 huge vampire bats (as stirges, but have -3 to hit in full daylight) as scouts, 4-24 ghouls and 3-18 shadows as warriors. She will seek evil souls to steal, serving for up to one lunar month for such offers.

*Demon Hordes*: A type V or VI demon (50% chance of either) leading 2-8 quasits, 2-16 type I, 3-9 type II and 1-8 type III demons. Seeking chaos and destruction, they will serve for up to one lunar month or until each member has consumed one human or demi-human corpse – whichever is less.

*Devil Host*: A horned devil or pit fiend (50% chance of either) commanding 1-8 fire mephits, 2-16 barbed devils, 2-9 bone devils, and 1-8 erinyes. They will serve for one lunar month or until each has a victim to carry off to Hell.

*Swamp Legion*: Foul creatures from the dismal marshes of the *Lower Planes*, led by a type II demon, including 5-40 giant frogs, 3-18 killer frogs, 3-30 poisonous frogs, 3-18 giant toads, 2-12 poisonous toads, 2-8 ochre jellies, 3-18 lizard men and 4-24 frog folk [*Best of WD Scenarios II*]. The Legion is chaotic evil in nature, and will serve for up to two weeks in exchange for blood and flesh – preferably human or elven.

*Insect Swarms*: Underlings of an insect-god comprising 5-30 giant wasps, 3-18 giant fire beetles, 4-32 giant boring beetles, and 30-120 giant warrior ants. They will serve for up to one week in return for 2,000gp worth of grains and fresh meat, and any crops they should pass over. The demonist may also *petition* for one *insect plague* in that time.

*Slaadi Death Squad*: [*FF*] A grey slaad leading 3-18 red, 2-12 blue, and 1-6 green slaad. They will serve for one lunar month in exchange for one live human slave to take back to limbo for each squad member.

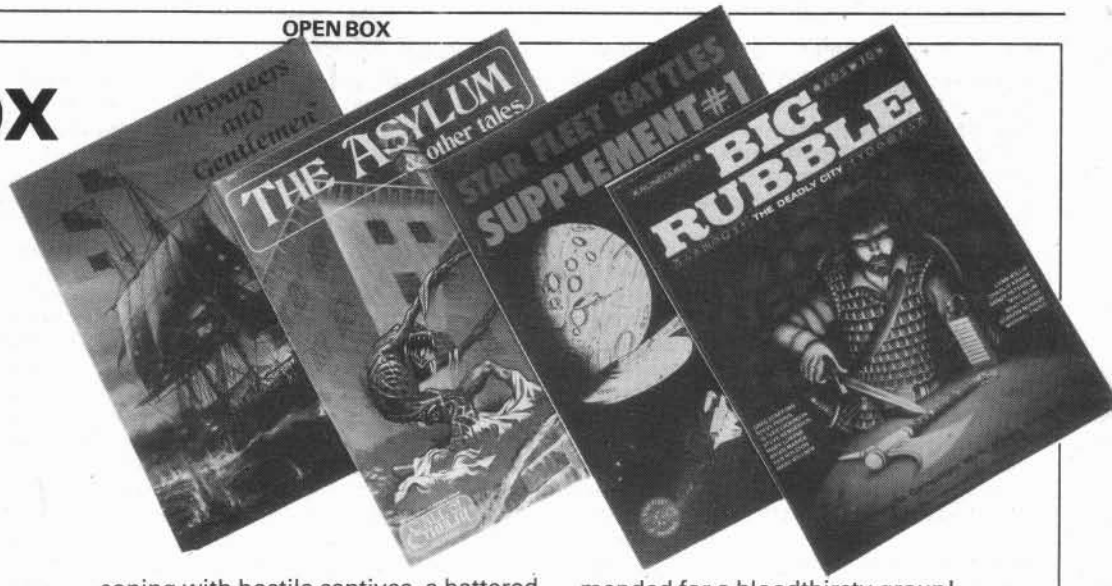
*Githyanki War-Party*: [*FF*] An 8th level knight mounted on an *old* red dragon (which they summon during their materialisation time) commanding 1 3rd level githyanki (any class), and 2 6th level fighters. They will serve for one lunar month or until the knight is slain in return for 5,000gp in gems and silver. There is a 50% chance they will attack any mind-flayers or githzerai on sight, contrary to the summoner's wishes.

*Tree Spirits*: Immaterial beings of the *Astral Plane* who will activate 30-120 trees to act as full-power treants and serving for one lunar month in exhange for solemn vows *never* to wilfully harm forests or woodland, plus the return of at least ten square miles of cultivated land to a state of forestation. Oath-breakers can expect vengeance from a force at least three times as big as that which served them.

*Warriors of Valhalla*: 20-120 fighters equivalent in every way to a group of berserkers [*MM*], save that each has a magic resistance of 10% (leader types have 20%), and total immunity to *charm* and *sleep* magic. They serve for battle glory, plus plunder to the value of 100gp per head, remaining for up to three months or until at least half their numbers are slain and the slaying has been avenged by the total defeat of the enemy involved – whichever is less.□

# Open Box

*In* Open Box *new games currently available are reviewed by independent reviewers. This issue, an historical RPG, supplements for* Call of Cthulhu, RuneQuest *and* Starfleet Battles *are covered.*




**PRIVATEERS AND GENTLEMEN**
**Fantasy Games Unlimited £10.95**

You've read *Hornblower*. You've seen *Mutiny on the Bounty*. Now play *Privateers and Gentlemen*, the historical RPG set in the period 1755-1815, the age of fighting sail.

In *P&G*, the player is a naval officer who must survive the horrors of battle, mutiny, capture and the drunken ship's surgeon whilst trying to improve his wealth and social standing. The set contains; a blank character sheet, a useful referee's screen and three rulebooks that cover all aspects of the period. *Promotions and Prizes* is the first book and deals with character generation and combat. Character generation can be long and tedious and so the game is better served by agreeing on the past history of a character rather than relying on several die-rolls. Also, it is not worth playing a character who's rank is lower than Midshipman. In fact, the best games are had by captaining a ship as this allows the player to give direct orders for manoeuvre and battle as outlined in *Heart of Oak*.

It is this second book that makes *P&G* so unique and so enjoyable. Inside are rules for designing and fighting different types of ship. This makes *P&G* two games in one; the player takes on both the role of an officer *and* the role of a ship.

The final volume, *Tradition of Victory*, gives extensive and detailed background information, including a most useful time-line of historic events.

Jon Williams, the designer writes with humour and authority. He makes rule reading absorbing and informative. A nice feature of *P&G* is the inclusion of a quick method for generating full and interesting NPCs. I also like the need for social graces such as dancing, singing and carriage driving. These can be just as important as showing distinction in battle (remember Hornblower's first promotion came because he was 'a good fourth for whist').

On the detrimental side, there are no dice or scenarios in the game. The latter is lamentable, but designing your own is no great problem with the books of C S Forrester and Joseph Conrad alone containing hundreds of ideas. As a starter, try sending a prize crew to take command of a captured ship. The players will have to navigate their precious cargo to a specific destination whilst coping with hostile captives, a battered ship and the threat of recapture by the enemy.

This game is highly recommended and can be played as pure wargaming, pure role-playing or a mixture of the two. *P&G* is exciting, flexible and full of atmosphere. Only the fact that refereeing a game is so difficult and exhausting prevents me from awarding full marks.

| | | | |
|---|---|---|---|
| **Rules:** | 9 | **Enjoyment:** | 9 |
| **Playability:** | 7 | **Complexity:** | 9 |
| **Skill:** | 8 | **Overall:** | 9 |

**Ian Waddelow**

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**The Asylum and Other Tales**
**Chaosium Inc £7.95**

*Asylum and other tales* is the second set of scenarios produced by *Chaosium* for *Call of Cthulhu*. Rather than being a series of connected adventures like *Shadows of Yog Sothoth, Asylum* offers seven scenarios of short to medium length designed to fill the gap between longer campaigns, and at the same time can be slipped into the middle of a campaign to spice up a low point or simply to put the investigators off the scent and baffle them. The first scenario *The Auction* is set in Vienna, Austria, opening new vistas for the Keeper and the players; how many of the investigators can converse in German? That's just their first problem. The auction itself offers many occult objects some useful, some worthless. Who are the discreet clients of the House of Augsberg? The investigators are provided with a cut-out brochure detailing the lots, and the Keeper with a very useful NPC bidding table. The Keeper has the option to extend this scenario with ramifications relating to the new owners of certain artifacts.

*The Madman*, the second scenario concerns the healing of an insane mutual friend of the investigators; this is the shortest of all the adventures, with a single but crucial twist in the story, ideal for a short session.

The third adventure *Black Devil Mountain* has much akin with folklore... beasts wandering about during the night. An unfinished letter leads to a real bloodbath needing the investigators to be really well equipped for the final showdown with a terrifying array of natural and unnatural creatures; highly recommended for a bloodthirsty group!

*The Asylum* is the fourth scenario, and it, quite rightly, has pride of place in the title. A really horrific story based again on the 'insane investigator' premise. A spate of deaths among the inmates and a letter dated June 5th, 1814 are but two of the features; excellent detail throughout which will stretch the skills of the players. The story lends itself for a whole weekend. By means of a complete contrast the fifth scenario is set onboard ship, in the cramped confines of First Class the investigators are trapped by deceit, avarice and murder; who can they trust! There is nowhere to run, a great adventure for the paranoid...

Adventure six is on dry land investigating strange goings on around Arkham, entitled *Gate from the Past*. This is probably the most potentially terminal for the players and the Keeper must exercise extreme caution when running it.

The final scenario *Westchester House*, provides the Keeper with an opportunity to teach the investigators how to sift clues and judge information for what it is; red herrings abound in a tale of a haunted house with a crucial twist.

In conclusion *Asylum* is a neat collection providing short interesting adventures. I have always thought that scenarios go on too long and the vitality of the story and the players tail off. *Black Devil Mountain* and *Asylum* are the strongest of the group. Quality-wise it compares very favourably with *Shadows*. Don't get put off the price!

| | | | |
|---|---|---|---|
| **Presentation:** | 9 | **Enjoyment:** | 10 |
| **Playability:** | 9 | **Complexity:** | 7-9 |
| **Skill:** | 9 | **Overall:** | 9 |

**Jon Sutherland**

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**SFB SUPPLEMENT 1 – Fighters and Shuttles**
**Task Force Games £5.95**

The introduction of this expansion to *Star Fleet Battles* heralds two new developments in the Star Fleet Universe. The first is the forthcoming *Commanders Rulebook*, which will bring the previously published rules (boxed set and 3 expansions) to an ordered whole. This is to be in a loose-leaf format allowing expandability by inserting new rules in the appropriate sections. *Supplement 1*'s rules are thus A4 size and ready

punched without any overlap of two rules section on a single page. The second development is the idea of supplements which will deal with specific subjects, in this case, fighters, shuttles and carrier warfare, as opposed to expansions which add a bit to many sections of the rules. The theory is that if you don't like or use fighters then you won't have to buy this supplement as it is not necessary for the use of any subsequent supplements and/or expansions.

As to the supplement itself, unlike the 3 expansion sets there is no errata (this is supposed to be dealt with in the new rulebook), and only two main rules sections. The first of these is for dealing with Drones as direct-fire weapons. These rules are not intended to simplify Drone combat, if anything they complicate it and necessitate different tactics. However, they are 'cleaner' in that, if in 1 moves range, a Drone will be fired and its effect resolved immediately. The advantages are that fewer counters are on the map at one time, less moving of counters need be done and less notes (of targets etc) need be kept. This rule appears to work quickly after a bit of practice. The technique can also be applied to plasma torpedoes if desired. Note that this rule is optional only and you may ignore it. In fact, I'd recommend using it only where large amounts of Drone firing is expected.

The second main rule and in my view, better one, covers dogfighting between fighters in the same hex. This ties down enemy fighters and allows effective CAP (Combat Air Patrol) by defending fighters. It is accomplished by making one fighter advantaged (ie on his opponents tail), decided on by speed, dogfight rating (given for all shuttles, from 0-4), a die roll and other factors. Combat is in 4 Dogfight Resolution Interfaces each turn, and allows phasers to be fired 4 times per turn, in Dogfighting only, at low power.

Fourteen new ships, nine new fighters and a Multi-Role (super-admin type) shuttle for each race are introduced, with 10 new SSD's in the Commanders format with all necessary information (turn mode, weapon charts etc) on them. The ships include Auxiliary Carriers on freighter hulls, Fed Police Carriers and Heavy Carriers (20+ fighters) for Klingons, Kzintis, Hydrans, Tholians and the Romulans. Experimental Gorn and Lyran carriers are also featured. The 216 counters provide 139 fighters and 53 Drones (for Federation and any race colours).

Five scenarios are presented, four of standard/typical fighter actions, the other being the Pleiades Turkey Shoot, featuring 120 Klingon fighters, gunboats and frigates attacking the last Federation Carrier group. The last sheet in the rules is a Master Fighting Chart and an extract of the Master Ship Chart showing all the new ships and many other carriers and escorts. One criticism is that there are no plastic zip-lock bags to keep the counters in, other than that an excellent addition to *SFB*.

| | | | |
|---|---|---|---|
| **Presentation:** | **9** | **Rules:** | **10** |
| **Playability:** | **9** | **Complexity:** | **9** |
| **Overall:** | **7** | | **Jim Sizer** |

**THE BIG RUBBLE: The Deadly City**
**Chaosium Inc £14.95**

Hard on the heels of *Pavis* comes its necessary complement, describing the vast, supposedly treasure-filled ancient ruin against whose walls modern Pavis is built. Again I must disclaim any bias in this review, although my name is on the box, as provider of the scenario *Wolfhead's Lair*. I had hoped to read words of wisdom on my scenario from some other reviewer, but The Man says I gotta review the *Big Rubble* and you don't argue with The Man. So I will say that, for reasons not unconnected with *The Great Chart Caper* [see *Pavis*], Wolfhead, Griselda and a few more are hiding out in the Rubble. You may come across them and try to rub them out, grab them for ransom, bring them to justice, or whatever; it will be tough, but not impossible – after all, these are only proficient crooks and adventurers, not Rune level chaotics.

The pack contains three booklets, common knowledge for the players, the GM's Guide, and the episodes (scenarios), also a large-scale map of the Rubble with modern Pavis. The players' booklet gives basic information on the Rubble, spots notable for rumours of treasure or other features, general beliefs about all this, and ways to get in; otherwise it contains some Lunar licensing forms (failure to produce one if encountered by a Lunar patrol will result in bad trouble) and an account of the Yelorna cult. This is similar to Yelmalio, Yelorna being a fighting daughter of Yelm who has close associations with starlight, and is for (mainly) female warriors.

The GM's booklet gives much more; of particular interest is the account of the Aldryami Garden, which includes descriptions of various valuable plants and some unusual and alarming gangs (many of them Chaotic) that can be found in the most dangerous areas, which are presented with considerable imagination.

Two large areas, one in each half (it is bisected by the Zola Fel river), Huntland and The Big Grazing, are open country, but only more hazardous to cross for that. The Troll Stronglands occupy much of the northern part, the Aldryami Garden much of the southern, overlapping the ancient walls. Manside is the other major area, closest to modern Pavis and safest for humans, but occasional patrols here and in the open areas by the Lunar forces do not provide much security. A network of magically preserved roads crisscross the Rubble, the swiftest means of travel through it, and three bridges link the northern and southern halves, but getting across these will at least involve the payment of a toll. Hills, crowned by ruins or still occupied forts, rise in various parts. A wide variety of encounters, not all actively dangerous, can be made in all areas, the chance is only 10%, but must be rolled every 5 minutes. In contrast with *Griffin Mountain* and *Borderlands*, no pre-set encounters except for a Lunar patrol and the gangs mentioned (which are rather special, and should not be brought on every time) are offered, except for specific scenarios. Similarly, no detail except the barest statement is given on many areas of interest (such as the Pavis Old Mint or Ogres' Island) and only very rarely are stats provided for really important personages. Unless *Chaosium* plans to issue supplements, much of the Rubble is therefore open to development by individual GM's.

The scenarios: *Temple at Feroda* takes a party out of Pavis to the river mouth, to recover a valuable artifact for the Zola Fel cult from the silted-up ancient site of Feroda; it is fairly straightforward, and the GM might want to spice it up a bit. *Krang's Table* involves penetrating into Troll territory to capture an Eiritha table from a minor clan, this being a magical artifact of particular value to a local butcher, who offers 7000L for it. There is at least one loose end (how can the trolls activate it if an Eiritha woman's POW is needed?), but more serious is that, although there is good scope for role-playing and using one's wits in tracing the butcher's information and identifying the clan, the venture seems to offer precious little chance of success for any but the kind of party that would hardly concern itself with such petty doings, unless I have badly misunderstood it.

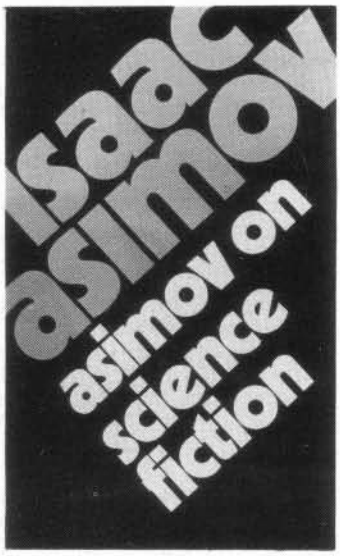
*Balastor's Barracks*, an updating of an earlier *Chaosium's* product offers the greatest prize of all, the fable *Axe of Balastor*, last human ruler of ancient Pavis, for which many different cults and persons would pay extremely highly; but the Barracks themselves are reputedly the most dangerous underground area in the Rubble, and there are other dangers in the neighbourhood. The *Devil's Playground* is an odd area in The Big Grazing, which seems safe if unpleasant during the day but is rumoured a source of chaotic influences; the players will have been pressured by Fleeter Nemm, an important priest, to investigate rumours of underground tunnels. This offers good opportunities for information-gathering and role-playing, as well as a hair-raising descent below ground, but is survivable, though tough. It offers almost endless scope for an inventive GM in developing the system of tunnels and what might lurk in them. Finally, the *Puzzle Canal* details a remarkable structure created by a demi-god priest of the Empire of the Wyrm's Friends long ago, easily accessible from the river and traversable by water or land in most parts; it is inherently magical and known or reputed to be the site of various marvels, including burning water and a picture that foretells the future. The denizens include many that one would expect in a watery context, also fugitives, which I do not imagine many *RQ* players will have encountered before.

In my view, these last two are the most interesting because they are the least straightforward, suggesting some of the eeriness and magical quality of remains in a very ancient ruined city; *Balastor's Barracks* is a high-class dungeon, in the variety of encounters and discoveries offered, and the rest are fairly straightforward, needing planning as well as fighting but not involving anything really special or peculiar, though some of the possible encounters in the Rubble will come as unwelcome surprise.

**Overall: 10 at best, much 8-9, some scenarios 5-6. Oliver Dickinson**

Critical Mass *is a regular book review column, edited by Dave Langford. This issue, Dave attempts to enrage Asimov fans.*

# After the Battle




None of this month's books have much to do with battles or their aftermath: my brain just feels that way, having reached the culmination of long toil with the delivery of a novel called *The Leaky Establishment* to Frederick Muller Ltd – you read it here first, and maybe next Spring I'll be allowed to review this merry tale of domestic nuclear weaponry. [*'Triffic' – Mrs Langford.*]

*Asimov on Science Fiction* [*Granada* 334pp £7.95] is nonfiction for Dr A, who should have much wisdom to impart. Unfortunately, though he remarks 'I don't like to explain anything briefly,' the 55 essays here (eked out with usual apparatus of forewords and afterwords) are mostly brief bits of journalism or monthly editorials from *Isaac Asimov's SF Magazine (IASFM)*, too short to say much about their subjects.

Good things here include clarity, lucidity, sensible if unsurprising advice to young SF authors, and condemnation of the horrid term 'sci-fi'. Not so good: Asimov's pose as lovable egomaniac grows tedious, with his own stories forever referred to as examples of excellence in this or that area of SF, with ceaseless flauntings of his fame, achievements, awards, with crass hints that the SF Writers of America should give him their Grand Master trophy. Also Asimov is no critic: he maligns *1984* on the incredible ground that George Orwell didn't do a good job of predicting the future. Is there *any* other SF expert who's failed to twig that *1984* isn't prediction but a cautionary tale and political parable for the year in which it was written, 1948?

If you enjoy Asimov's good-humoured essay style, and don't mind bittiness and repetition, this is an interesting collection to dip into.

Also from *IASFM* we have Martin Gardner's *SF Puzzle Tales* [*Penguin* 148pp £2.95]: the 'tales' are only brief, joky camouflage for the puzzles, which as always with Gardner are brain-stretching and apt to teach a little painless Higher Mathematics. Many are familiar from Gardner's former books, but he's added new twists to fool smart alecs, and often a puzzle's solution features a variant puzzle, and so on: there are three sets of answers! Minor irritant: these being written for *IASFM*, Gardner misapplies great ingenuity to work in Asimov's name wherever possible. 'By Asimov!' people swear. On page 123, tiring of the obligation to do this, Gardner contrives to associate Asimov's name with the word 'fat'. Fancy that.

One thing Asimov-as-critic doesn't like is the British 'New Wave' SF associated with *New Worlds* magazine in and after the 60s: all sex and violence, he complains. Brian Aldiss thought differently, writing in 1969: 'In twenty years time... collectors will be fighting for tatty old issues, to read every precious word he wrote. Other firms will reprint it and make a bomb.' Here in 1983 we have *New Worlds: an Anthology* edited by Michael Moorcock [*Flamingo* 512pp £3.50], with a smart abstract cover and the term 'sf' hidden decorously on the back. And indeed the 30 stories, poems and articles are a consciously 'literary' and Moorcockian selection, including some very good things indeed but little that I (and less that Asimov) would call SF. Ballard is represented by one of his most impenetrable pieces, Sladek by his least Sladekian story, Barrington Bayley by a tale whose larding of Burroughs pastiche (William, not Edgar Rice) buries his usual exhilarating metaphysics. It's an immensely valuable book for fans, no less than 131 pages being devoted to a complete index of all 216 issues of *NW*. But the magazine's range was better displayed in the eight out-of-print Panther *Best SF From NW* anthologies.

Three quibbles: it would have been graceful to reveal that the 'James Colvin' appearing frequently in the index was a magazine house name most often used by Moorcock himself, to add a footnote to Bayley's 'The Four-Colour Problem' mentioning that the mathematical enigma featured in this story was cracked in 1976, and to name among the 'successors' to *NW* the only magazine doing comparable work today – Britain's very own *Interzone*. [£5 for four issues to 124 Osborne Rd, Brighton, BN1 6LU].

Several books left and not much space. Piers Anthony's *Juxtaposition* [*Granada* 415pp £1.95] completes the trilogy begun with *Split Infinity* and *Blue Adept*, an uneasy mix of fantasy, SF and Anthony's favourite hobby-horse of game-playing. Most annoying is the sheer thickness of his characters, who spend ages having the plot explained to them or alternatively explaining it to others. A favourite moment is in *Blue Adept*, whose hero enters the forbidden cave to fight the dragon who has slain all previous applicants, etc. The moment of truth comes: hero smites brow in sudden realization and says, approximately, 'Dear me, I forgot to bring my sword.' *Juxtaposition* is more, much more, very much more of the same stuff from the previous two, and sometimes I thought it would never end, as in a final stroke of miscalculation Anthony allows his twin worlds of magic and technology to merge in a prolonged tussle – goblins, golems, tanks, power winches, unicorns, plastic explosive, magicians, cannon – which bores on into wearisome farce.

A pleasant little novel is *Tea with the Black Dragon* by R A MacAvoy [*Bantam/Corgi* 166pp £1.50]: it's only *just* fantasy, one of the characters being a retired Imperial Chinese dragon manifesting as an abnormally strong old man, but the eccentric blend of mythology, Zen, prophecy, gentleness and computer crime is engaging. A rare thing, the computer jargon is correct – probably we can blame the printers for 'CPM' where it should be 'CP/M'.

Everyone has read T H White's *The Once and Future King* (if not, why not?). A collection of his fine short stories, including several fantasies, is out in paperback, *The Maharajah* [*Futura* 210pp £2.50]. It includes the noted 'The Troll', whose understated frivolity achieves a curiously scary effect, nearly as soulchillingly dreadful as a *White Dwarf* rejection slip.

*Paladin*, another disguise for the sinister Granadoids who appear to be taking over this column, are doing a series of 'paranormal' books under the auspices of the Society for Psychical Research. *Beyond the Body* by Dr Susan Blackmore [271pp £2.50 – gosh, I was on TV with her once, *Granada* of course] is a sensible and hard-headed look at out-of-the-body experiences. Blackmore decides that almost certainly OBEs are subjective, abnormal psychological states – raising fascinating questions about similarities between experiences, even those of obscure tribes. Could they be a consequence of the 'wiring' of the brains? Also included is much analysis of case histories and the theories of (eg) Theosophists. Perhaps the availability of so much information might inspire *D&D* players to have another try with the astral/ethereal rules, which never seem too popular – maybe because it's irritating when Tharg the fifth-level Theosophist drifts astrally off to have fun while everyone else has to guard his vacated body from being skewered by gnolls.

Arthur C Clarke's *Tales of Ten Worlds* [*Pan* 205pp £1.75] and *Profiles of the Future* [*Pan* 255pp £1.95] have been reissued for the umpteenth time. The first is a story collection including some classics, the second is a somewhat inadequate update of this stimulating work of futurology first published in 1962. You ought to have them both.

If I've timed this right the next big SF convention will be Novacon 13 at the Royal Angus Hotel, Birmingham, 4-6 November. £7 membership to 46 Colwyn Road, Beeston, Leeds 11. *WD* readers are invited to challenge me at the bar with the words, 'You are Dave Langford and I claim my right to be allowed to buy you a pint.'

Today I had a fanletter: 'If Ian Livingstone can afford to go to Bali for his hols he deserves to be destroyed in print by yourself.' What can this mean? It is signed 'Peter Kershaw'... [*Thanks. The enforcers will take it from there. –Ed*]□

# ZINE SCENE

Zine Scene *is to be an occasional column all about fanzines, written by Mike Lewis. It will feature news, reviews and gossip in the world of RPG fandom.*

Hello, good evening and welcome to *ZineScene*. As you can see, *White Dwarf* has lured yet another fanzine editor to its pages. Needless to say, I'm purely here for the sake of art! I've been informed by our curly-haired editor that *ZineScene* should be an occasional news and reviews column which also features chat and provocative comments on the street-level of RPG fandom. Well, I'll try to live up to the image, though I'm sure that if I drank as much as Dave Langford, I'd be as witty and down to street-level (or should that be gutter?).

I hope that those of you who don't buy or read fanzines (no-one buys them without reading them, do they?) will find something of interest in this column and that you'll be tempted to try one or two of the things yourself. Mind you, that's how we all start — with just one or two fanzines. Once upon a time, I was a mild mannered *D&D* player, now look at me: I await each post with eager anticipation, and even the sight of a brown envelope is enough to start the fingers twitching. The damn things soon grow on you, and before you know where you are, you've become a fanzine junkie! But enough of the witterings of a crazed member of Fanzines Anonymous and on with the real meat of this column.

If you are new to the whacky world of fandom, then the place to start is with the fanzine addict's bible: *Twenty Years On*. This is a quarterly listing of postal games, FRP and SF fanzines which gives addresses, prices and details of content and style. The man responsible for this mine of information is Simon 'Biggles' Billeness, who (when he's not gallivanting around Switzerland) can be contacted at 20 Winifred Rd, Coulsden, Surrey, CR3 3JA. *20YO* is 35p for one or £1 for a three issue sub.

Those of you who actually read the *White Dwarf* News page, rather than just gawking at the pretty pictures of yet more *Citadel* miniatures, may well remember a mention of the *Fanzine Association* in *WD44*. This was the brainwave of John McKeown and is still very much 'under discussion' due to a lot of fanzine editors' fears of an official organisation. The planned newsletter is being produced by Steve Norledge however, and is available for an SSAE. Despite these delays, John has gone ahead with another excellent idea, this being the *Zine Service*. This enables shops and clubs to order several different fanzines from one central source, thus reducing the hassle of dealing with several editors. Reaction to the initial mailing of fliers has been quite good and hopefully, once shops realise how beneficial the scheme is, they'll be queueing up to join it. John can be contacted at 22 Hall Lane, Upminster, Essex, RM14 4AF.

John doesn't just come up with ideas like the *Zine Service*, he also edits a fanzine of his own. This is *Miser's Hoard* and is one of the best new fanzines around. It features discussion, articles, reviews and scenarios for various systems and has a high quality of content and appearance. Certainly well worth checking out for 50p from John at the above address.

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*The damn things soon grow on you, and before you know where you are, you've become a fanzine junkie!*

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The summer always seems to produce a large crop of new fanzines, probably because would-be editors are free from the education system for long enough to make their zines a reality. This summer was no exception and zines popped up from all over the country.

Steve Norledge, newly departed from *Tempestuous Orifice* (now there's a name to conjure with!) has returned with *Rapscallion*, a zine biased towards postal gaming. Steve intends to feature lots of chat, FRP and games. The first issue certainly backed this up, with *Call of Cthulhu*, zine reviews, an article on photography and plenty of games (including postal *Judge Dredd*). Apart from the oddity of being typed double-spaced throughout, 'tis an excellent start. 50p from Steve Norledge, 75 Hawkhurst Way, W. Wickham, Kent, BR4 9PE.

Another new zine to burst upon the scene, is *Corrosive Comix*. This is rather unique in being a mixture of comic strips and FRP material. The first issue has three SF/F related strips and part one of a continuing *T&T* scenario. While the art isn't going to give Brian Bolland any great worries, some of it is very striking. 50p from Marc Laming, Corrosive Comix Unltd, c/o 75 briar Lane, Hatfield, Herts.

Speaking of comics fandom (of course we were), those of you interested in comics as well as FRP games, should check out *Fantasy Advertiser*. This is a leading comics fanzine which not only has lots of news, reviews and chat plus adverts (...Advertiser — get it?), it now has a role-playing column. *FA* is 40p for 40 pages from Martin Lock, 3 Marlow Court, Britannia Square, Worcester, WR1 3DP. The latest issue is a team up with *Worlds Collide*, another comics fanzine, so here's your chance to try two fanzines for the price of one!

And talking of team-ups (don't you just love the way this column flows together?), the idea has entered FRP fandom. December will see the release of a one-off team-up issue of *Dragonlords 20/Quasits and Quasars 10*. *DL* and *Q&Q* are both well known FRP zines and this is the chance to give the two fanzines a bit of extra exposure to the other's readers; as well as giving the readers a bumper Christmas issue.

One zine that should be better known than it is at the moment is *Wyrm's Claw*. *WC* seems to be overlooked by most fans which is a shame; it features articles, reviews and other fanzine type things for 60p from *Wyrm's Claw*, 119 Derbyshire Rd South, Moor Nook, Sale, Cheshire M33 3GS.

Well, the word limit, that dreaded bane every writer fears seems to have caught up with me, so I'll say goodbye for two months.□

**GOBBLEDIGOOK by Bil**

# Extracts from 'The Trav

## Translated b

### Extracts from the Travels of Tralk Tru
### goblins in RuneQuest, for GMs to us

*I had desired to visit the Commonwealth of the Goblins so long that I scarcely remember how the wish was originally excited; and was in the Spring of last year induced to undertake the journey by finding in Wechsel Wide-walk a companion whose acuteness would aid my inquiry and whose gaiety of conversation and civility of manners were sufficient to counteract the inconveniences of travel and the barbaric culture of those savages commonly known as Goblins.*

Thus commences Tralk True-Eye's famous study *A Journey through the Commonwealth of Goblins: their Nature, Habits and Society Reveal'd*, which now, sadly, remains extant in only one much mutilated and aged manuscript. Tralk's journal and its revealing study of the goblin peoples has earned him a place amongst history's greatest scholars and there follows a condensed and modernised version of his study, featuring all the salient points that might interest the casual scholar.

Argument: in this study 'goblin' is treated as a generic term describing three similar racial types that together constitute an unusual aboriginal anachronism. These goblins ranged from simple, hirsute beings of diminutive stature and 'pack' orientated nature, to intelligent, doughty semi-civilised 'pagani'. In my studies of the goblins, I found no evidence to suggest that goblins are chaotic beings, rather they appear as creatures who are balanced as mankind.

**THE THREE RACES – A Brief Description**

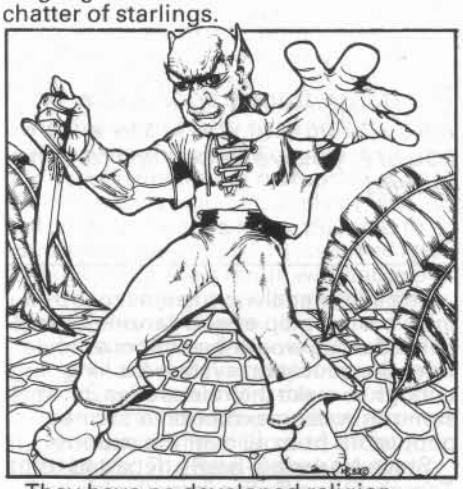
**The Lesser Goblins**

These creatures appear to occupy the same ecological niche as Runners in Glorantha and are quite similar in some ways.

**STR:** 2d6
**CON:** 1d6+4
**SIZ:** 1d6+2
**INT:** 2d6
**POW:** 3d6
**DEX:** 2d6+6
**CHA:** 2d6
**Move:** 5/9 in trees
**Skin:** 1 point
**Skills:** Hide in Cover 60%; Move Quietly 40%; Camouflage 50%; Listen 50%; Spot Hidden 40%; (note: this ability is active at all times) Climb 80%; Jump 70%.

Lesser Goblins are small hirsute creatures, generally brown in colour and, unlike their more developed brethren, possess a covering of body hair. They have excellent sight, hearing and smell and are attentive at all times. They are inquisitive but shy creatures, that will rarely trouble travellers unless they are either incited to do so by their larger brethren or the travellers in any way threaten or trespass upon their 'sacred' areas.

I believe these creatures represent the original form of the goblin peoples. They are small, usually harmless woodland denizens, who subsist on small mammals, birds, roots, fruit, nuts and fungi. Culturally they enjoy the lowest form of society, living in what can only be described as packs and possessing minimal technology. They live in the trees without the benefit of fire, but forage primarily on the forest floor. These primitives use clubs, slings and nets (which they manufacture themselves from creepers). They possess a simple language that sounds rather like the chatter of starlings.



They have no developed religion beyond an apparently comprehensive belief in animism (the belief that all objects are imbued with sentient life), and this primarily manifests itself in their awe and respect for certain groves and old trees. This respect may be divided into two categories:

a. Respect for the various packs 'nesting' areas – for whilst these creatures are nomadic they do tend to frequent established nesting grounds.

b. Veneration or awe for certain ancient trees or standing groves. Any creature that is spotted approaching a nesting area will be harried to lead it away from the site or to deter its advance. Any creature that is deemed to have desecrated holy ground will usually be hunted down and punished.

Whilst these creatures hunt for their meat at dusk they also utilise most of the morning to forage on the forest floor, and as a result it is not unknown for the Forest Goblins to use them as sentries.

**The Common Goblins**

**STR:** 2d6+3
**CON:** 3d6
**SIZ:** 1d6+4
**INT:** 2d6+2
**DEX:** 3d6
**CHA:** 2d6+2
**Move:** 7
**Skin:** 1 point
**Skills:** Hide in Cover 35%; Move Quietly 30%; Camouflage 25%; Listen 30%; Spot Hidden 30%.
**Battle Magic:** See the cults (forthcoming issue).

These are the most common of the three types. They are gangrel in appearance, have little if any body hair, and have gray-brown skin (however their appearance may vary as they tend to smear themselves with mud, dung or ashes for hunting and ritual purposes). These beings' nocturnal habits, sepulchre type habitations and general appearance have linked them with the dead in the civilised mind. In fact, I have discovered this to be untrue. They have good eyesight and hearing, and a semi-civilised tribalistic society. They have been known to train wolves to assist them in their hunting; possess a more developed religion than pure animism, and have a higher technological base than their lesser brethren. (See the culture section for more information).

**Hob-Goblins**

**STR:** 2d6+6
**CON:** 2d6+6
**SIZ:** 1d6+7
**INT:** 3d6
**POW:** 3d6
**DEX:** 3d6+1
**CHA:** 3d6
**Move:** 8
**Skin:** 2 point
**Skills:** Hide in Cover 30%; Move Quietly 30%; Camouflage 25%; Listen 30%; Spot Hidden 30%.
**Battle Magic:** See cult listings (forthcoming issue).

Having compared my old records to the new, the Hob-goblins appear to be a new development in the goblin race. Hob-goblins are usually well-proportioned intelligent creatures – born leaders in the goblin world. Their skin colouration and sense are similar to the Common Goblin, but many belong to the cult of Crom Cruach (future issue) and permanently stain their skin a gray-green. The cult of Crom Cruach is elitist, militaristic and extremely ritualised – it is developed further in the cults chapter.

**The History and Genesis of the Goblins**

According to the records of the Ancients, goblins were originally a nomadic race

# els of Tralk True-Eye'

by Ian Bailey

**ue-eye is an unofficial article about se when and how they choose to.**

who roamed the plains and valleys, and competed for the food supplies with our ancestors. They had no recorded agriculture and only a loosely knit tribal culture, and proved no match for humanity. Our ancestors stampeded the goblins' herds and slowly liquidated their tribes. Unable to compete, the goblins were gradually pushed out of the fertile plains and into the hills, mountains, marshes, moors, forests and woodlands of the world. This change in habitat not only affected their culture but also engendered a number of varying changes in their physical nature – resulting in a number of quite distinct groups.

**Spriggans**

Those who fled to the hills, moors and mountains quickly found that the land was generally inhospitable and the food supply was restricted. Their initial reaction was to raid each other and the surrounding lands of our ancestors. However, the fraticidal raiding merely reduced their population, whilst the raids into the lowlands usually provoked a swift response in the form of a hunt, that normally resulted in the end of the raiding party or the whole of the tribe that originated it. Under these pressures what little society the goblins did have collapsed and they reverted to the family nuculei.

Today goblins are still known to inhabit these areas, but in much reduced numbers and they are commonly called spriggans. (All stats as per the Common Goblin but the Camouflage skill is raised to 60% and they possess the following 'magical ability': using low clouds, shadows or the twilight spriggans are able to project an image of themselves that suggests a form which is larger than life. Seeing these images acts as a *demoralize* spell against each witness, who, if overcome will then nave to make a saving roll at two times his intelligence or run-away. The image(s) will possess the power of the highest Spriggan caster for resistance purposes and will cost one point of power per caster).

Spriggans subsist on the poor game supplies of the highlands and any foodstuffs they can acquire through theft or ambush. They are known to make occasional raids on human farmsteads, and some farmers leave offerings at standing stones as insurance against such occurrences. The Spriggans are crepuscular by nature and tend to live in bee-hive huts which they construct out of small boulders and turfs. Little is known of their religion, but as their society revolves around the family unit, it seems reasonable to presume that they practice some form of ancestor worship.

**Marsh or Fen Goblins: Wisps**

Those who fled to the wetlands found a large if not wholly agreeable food supply, but it would appear that their numbers were quickly decimated by sickness and the attacks of gorps, walktapi etc. It is commonly believed that these goblins are no more, but some may still exist. Wisps would be shy wary creatures with splayed hands and feet for movement around the marsh. They would have a 70% Camouflage rating (how else do you think they survived?), and a CON equal to Hob-goblins – otherwise all Common Goblin stats apply.

Modern philosophers believe the spirits of these goblins are responsible for the manifestations known as Will-O-Wisps.

**Forest (Common) Goblins**

The most successful goblins were those who fled to the woods and forests – the very regions of their primordial origins. These areas were well stocked with food and offered a secure base in which to

raise families. At first, they undoubtedly retained their nomadic lifestyle because they had no knowledge of agriculture, but with the discovery of mushroom farming and the domestication of wolves (which extended their hunting range and increased the chance of a kill) the goblins were able to establish small villages and develop a more stable culture.

**Hob-goblins**

The Ancient's records suggest that after the goblins were driven from the plains they degenerated into the physical beings we now know. Thus they are now a shadow of their former selves and have adopted crepuscular and nocturnal habits which man associates with vermin and the dead.

However, perhaps due to the prolonged period of peace (through isolation) the Forest Goblins have enjoyed, a new strain of goblin has appeared, known as Hob-goblin. These beings are usually found in positions of power amongst the goblins and usually belong to the exclusive cult of Crom Cruach (*The Dark Serpent*, see future issues).

**Culture of the Forest Goblins**

Chieftains assume their status through prowess in hunting or combat. There is evidence to suggest that originally the goblin chieftain was chosen on an annual basis and only on the hunting ground – during the *Festival of Renewal*. But this practice has been overruled in many places by the bullying tactics of the servants of Crom Cruach, who tend to decide the chieftainship by advancing a candidate who will kill the existing chieftain.

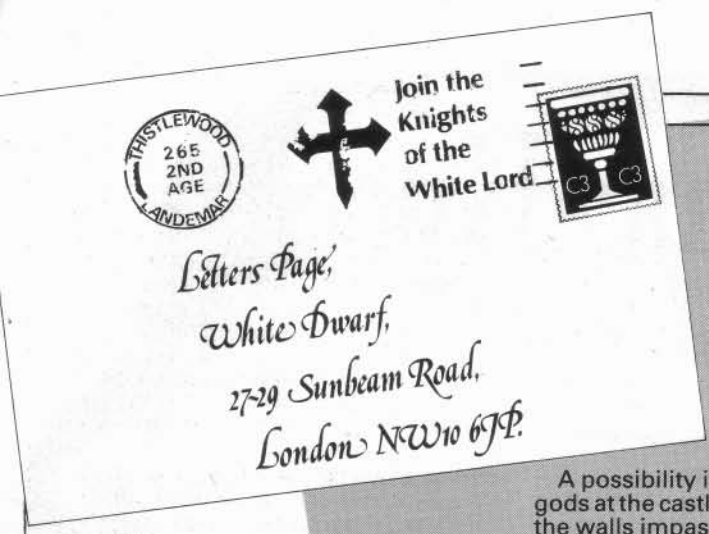
Since the discovery of mushroom farming, goblins have been able to found small, static communities, where cottage industries such as tanning and flint fashioning have began to flourish. However, whilst hunting is no longer their only source of nourishment it is still their most important source of food, and the goblins have developed a number of ways to enhance their hunting abilities. They have learned to exploit their lesser brethren to trap small mammals and birds in return for gifts of darts, mushrooms, cured skins and clubs and have learned to fish using barbed spears. They have succeeded in domesticating wolves to track, chase, kill and then return game to the village. Wolves are also used as mounts by some of the smaller goblins.

They use flint and bone to arm their weapons and wattle to make shields. They have some access to pottery but usually use skins to carry liquids and cook food by spit-roasting or baking it with hot stones.

Goblins are known to use caves as bolt holes or living quarters but they generally live in sunken round houses. These houses are between 10' and 20' in diameter, 3' and 5' in height outside, and 4' to 6' inside. They are usually raised where the soil has good drainage, but around the edge of the floor a shallow trench is normally dug, to take excess water and waste. Goblin huts have only one crawl-way entrance and a smoke-hole. They are built out of saplings, wattle and turf. (From a distance players will have to make a Spot Hidden roll to spot these huts and if a heavily laden player steps on one there is a chance it will cave in). These huts are sometimes raised solely to house mushrooms.

The goblins enjoy a low level of technology and their is no evidence to suggest they have any metallurgical skills. Consequently if they are found with bronze weapons they will have either been stolen, given, or bought.□

*Next Issue: The Cults of the Goblins*




Dear *WD*,

May I bestow my humble thanks upon Marcus Rowland and put my seal of approval on his article *Stop Thief*. Twas a sight for shifty eyes, and a pleasure for nimble fingers to hold. Never again will rich lords awaken to find me helping myself to their ready cash. Never again will the gas cloud or poison dart catch me unawares. Never again will gentlemen in the street realise as I steal their purses of gold. And at last I will be the hero of the party as I aid our band to escape from pursuing assailants.

Having grovelled sufficiently to Rowland, I would now like to know when we will see a guide to setting up traps. If I knew how to set the things up, dismantling them would be easier still.

Yours,

Toby Day, London.

ps Could we see a regular spot for *Warhammer*.

*Thanks for the praise – I'm sure Marcus Rowland will be pleased. A regular* Warhammer *spot is unlikely, given the number of departments we have at the moment. However, there will be more articles/scenarios on* Warhammer, *rest assured. An article on Traps. Hmmmm – anyone got any ideas? Marcus? –Ed.*

Dear *WD*,

I feel that, arising from the points brought out by your correspondence over the last 6 months concerning castles and armies in *D&D*, come several clear answers. Any RPG must strive for at least a degree of 'realism', and these two are elements which, if excluded from *D&D*, would substantially alter the 'feel' of the game – there are several references to both troops and to castles in all of the *D&D* works.

The point is not to sacrifice fantasy for a greater degree of 'realism', or vice versa, but to provide a rationale or logical basis for both aspects of a campaign. To threaten Divine Intervention to prevent the use of magic in pitched battles seems to me to be one excellent rationale, for example – one that does not suit my campaign, however, for there is no mention of pit-fiends or Gruumsh in my 'historical records'. But for a campaign this is fine. I do not feel there is a need to provide a list of alternative deterrents, for each must be consistent with the individual campaign (for the record, in my campaign MU's are few and far between).

As for the heated discussion about castles, it is a waste of time to criticise Lew Pulsipher's excellent articles which provide *one possible* alternative. If you prefer genuine castles then you have to think of a better one for your particular campaign.

A possibility is the invocation of the gods at the castles' completion to render the walls impassable. This would leave only the danger from thieves – an interesting danger and one which could provide some excellent scenarios (remember *Shogun*?). As I said before, this is not necessary for my own campaign and would be incompatible with its atmosphere. If you prefer more magic, then use Lew's idea, but add complex drainage systems and escape routes, or declare that *Decanters of Endless Water* do not exist! Finally, the real reason for this letter is that I dislike the destructive criticisms offered by other players for systems which are, after all, suggestions, and ones which could work in a given *D&D* campaign. If you don't like the inconsistencies produces by following every article to its logical conclusion, change your campaign or try *RuneQuest*!

Yours,

Edward Whittaker, Oxford.

Dear *WD*,

While I agree with some comments of Chris Elliot and Richard Edward in connection with fortifications [*WD44*], I disagree with their conclusions.

Whether the defenders would be bottled up in a dungeon by the beseigers is doubtful. The defenders can dig new tunnels for egress. A long, narrow tunnel could be constructed without great danger of detection, in time. Because individuals can be so much more powerful in fantasy than in reality, a small party can be a strong sally-force. If done at night, this is hardly 'sallying forth into the teeth of a waiting army.'

If the outer defenses of a castle have been taken or destroyed by the attacker, the defenders are clearly overmatched in strength and have no practical chance of sortieing successfully. If they are strong enough for that, they would have been strong enough to prevent the loss of their outer defense line. Hence, the defenders' only hope is to hold out until the attackers give up or help arrives. If this is true, then a group of defenders in a dungeon are much better off than a group of defenders in a much-more-vulnerable inner castle or keep. It is no easier for the attackers to invest an underground fortress than an overground fortress, if they want to leave with the bulk of their army.

Consequently, the part-underground castle serves the purpose of a castle better: to keep the enemy army occupied, *not* to kill the enemy or 'set the cost of an attack high enough to deter casual aggression'. A castle of any design can *always* be overcome without significant loss by a sufficiently well-organized and powerful army, merely by starvation and psychological warfare. But this army, though winning the battle, will lose the war if it takes too long.

The castle as sole fortified residence of a magnate is a different matter from a group of strategically placed castles backed up by a field army, for he may not be able to expect help. Nonetheless, I'd much rather hole up in a dungeon than in a keep.

I am thoroughly unimpressed by the value of a surface keep or wall as a firing platform. You can't shoot what you can't see, and with few exceptions no-one can see more than 60 feet on a dark night. The attacker can see and mark in daylight exactly where doors and windows are in surface defenses, in order to deal with them at night. When troops who can see in the dark make up the attacking force, most assaults will be at night. Moreover, stone buildings lack the amount of room for defense in depth that a dungeon provides, so once the attackers get through a door or two in the keep (they have many ways) the defenders are beaten.

Excavation underground in a *D&D* world is much easier than in the medieval world because there are more experienced diggers (those who often live underground by choice) who can be hired or enslaved. Digging also requires less skill than building above ground, and hence is a more suitable situation for slavery.

I've found that most of the clever ideas put forward for easily accomplishing this or that in *AD&D* fall flat upon closer examination. For example, Chris and Richard suggest use of a *Decanter of Endless Water* to drown a dungeon. But calculation shows that at a rate of 30 [US] gallons a minute, it would take 1.73+ days to fill a 10 by 10 by 100 foot corridor, hardly a large volume. This assumes no seepage, no natural chimneys that carry away water, and no well dug by the constructors. Assuming that a thief or assassin could get the *Decanter* down there – a very doubtful assumption – why won't the defenders simply find the *Decanter* after it's run awhile and break it, thus ending the flow? Even if it is indestructible, it shouldn't be hard for a few strong men to move it up and out of the dungeon. If an entire party was in the dungeon, and set traps around the *Decanter*, I still think this would be a minor irritant rather than a major disaster for the defense. After all, they'll have many days to act. Similarly, the threat of flooding from outside can be dealt with by sensible castle placement – rivers aren't easily moved uphill! – and by properly constructed ingress.

Sincerely,

Lew Pulsipher, USA.

Dear *WD*,

In the last part of my *Dealing with Demons* series [*WD46*], some of the powers of Lord Adelmar were listed under the description of Lord Tsienra. I hope that none of your readers thought that these were more of the latter's powers and wasted a summoning or something as a result.

May Adelmar curse your proofreader with shrivelling winds of senility and decay.

Cheers,

Dave Morris, Woking.

*Starbase is a bi-monthly department for* Traveller *ideas, edited by Bob McWilliams. This issue we present a special alien's package, by Phil Masters.*

# Aliens

## by Phil Masters

### The Phulgk'k'k'k

The Phulgk'k'k'k are a small (4' long), amphibious minor race inhabiting Thgg'k'llu (literally 'sea shore, indefinitely extended'), which humaniti call Vashoon's World, Thagg, or Longshore. The race resembles Terran crustacea (nickname 'lobsters') but is highly evolved; the exoskeletal carapace has a complex, flexible structure, the two pincers are incorporated in handlike members, and brain size is quite respectable. They have a multitude of lensless eyes on 'stalks' (giving a wide angle of vision, but poor focus), concealed hearing organs of moderate efficiency, and a vast array of chemical 'taste/smell' organs (Longshore has a complex mixture of gases, generally vented from volcanoes; sensitivity to the flow and pattern of these is a strong survival attribute).

Phulgk'k'k'k breathe air and water, preferring water, and appear to have evolved from scavenger/intermittents. UPP as follows:

| | | | |
|---|---|---|---|
| **Strength:** | 1d+1 | **Intelligence:** | 2d-1 |
| **Dexterity:** | 2d-3 (min 2) | **Base Education:** | 1d |
| **Endurance** | 1d+2 | **Social Standing:** | 1d+1 |

Phulgk'k'k'k fight with two claws for 1d damage each; their carapace is treated as mesh armour. Most have some useful skills; calculate Base Educ + 1d-3, with a positive result being the number of rolls on the following table; use 1d for this, with DM +1 if education (base or after earlier rolls) is 6+;

| | | | |
|---|---|---|---|
| 1: | +1 Endurance | 4: | Liaison |
| 2: | Combat | 5: | Alien Lore |
| 3: | Mechanical | 6,7: | +1 Education |

Note: *Combat* gives a plus DM in claw attacks, equal to half the skill level rounded up. Combat 1-3 also gives carbine-½; Combat 4+ gives carbine-1 (see below on guns). *Alien Lore* gives an understanding of non-Phulgk'k'k'k psychology, society, and tastes; without it, operating in the interstellar community is difficult.

They have limited territorial drives, and the mating urge is weak until triggered by a complex set of circumstances. Their chief drive is derived from their non-sentient ancestors' danger/food gathering instinct, producing a tendency to rush in, make a quick claw attack or grab for food, then flee swiftly. Thus Phulgk'k'k'k are impetuous, but rarely sustain enthusiasm; they usually 'think better' of their first actions within minutes. Phulgk'k'k'k society has developed ways of controlling this rush/panic pattern: they confront all tasks by forming 'committees', which continually recruit and lose members to maintain a balance of enthusiasm and caution. Consequently, lone Phulgk'k'k'k, often behave erratically. Through interstellar trade tech level is now 4. One industry is the manufacture of light, waterproof guns (treat as carbines), designed for Phulgk'k'k'k use.

Phulgk'k'k'k with Alien Lore 2+ can attune their superb chemical senses to the particular tastes of other races; thus they make skilled cooks, perfumiers, and the like. Phulgk'k'k'k can be encountered throughout the Imperium on such work, or on trade or diplomatic missions. Player chararacters may even find work as bodyguards to a millionaire's chef, or pilots to Phulgk'k'k'k travellers.

Phulgk'k'k'k are not recommended as player characters, as they prefer breathing water, require special diets, and have a peculiar psychology that may be hard to role-play properly.

### The Ghashruan

Ghashruan originate on Ghashrua, a desert world lying within the Hiver Federation. Its inhabitants may be encountered throughout Hiver space, the Imperium, and other regions. This planet is mostly covered in wind-blown sand, but enough 'oasis' regions exist to support a complex ecology, in which an intelligent species has evolved from omnivore/hunter stock. The Ghashruan are small (average 1-1¼m), hunched-looking beings with leathery grey skins, two arms, two legs, torso and head, and long, splayed fingers and toes (four per hand and foot), which allow them to move swiftly on soft sand – especially when they drop to all fours, (speed 2 when on all fours in open country). They have little taste sensitivity, and can smell only water vapour, but their hearing and eyesight are both acute.

When the Hivers first contacted the Ghashruan, they found a tribal, bronze-age society. Population pressure in the oases led to a pattern whereby youths of both sexes traditionally went out 'questing' upon maturity – the race retains an adventurous, 'tribalistic' culture, despite a Hiver-aided advance to high technology. Such impulses can easily conflict with Hiver non-violent co-operation, but Ghashruan are adventurous rather than simply violent, and their tradition of personal loyalty ensures them a place in the Federation.

If Hiver naval vessels are ever encountered, any ships troops may be Ghashruan. The Federation army has some all-Ghashruan regiments, where loyalty and pride run extremely high (in *Striker* terms, treat as Aslan, with initiative requirement levels raised by *one*). The armed forces of Ghashrua itself are equipped to tech level 12, and serve both as planetary police and as reserve units for the Federation.

Some Ghashruan mercenaries exist outside the Federation; the Hivers tolerate this provided that other races' laws and traditions are not violated. Within the Imperium, Ghashruan mercenaries are regarded as good, but slightly unpredictable (treat as Vargr in *Striker* terms).

Ghashruan characters are generated normally with these adjustments; -1 to strength, +1 to endurance, -2 to education. Those with education 0 are 'backwood' Ghashruan, and automatically qualify as Barbarians, with no other choices open; others may join any of the services, as per humans, with the following DMs on enlistment (not on re-enlistment); Scouts, all military services, +2: Barbarians, +1: Pirates, Belters, -1: Bureaucrats, Sailors, -3. Ghashruan can go for three times as long as humans without water, with +1 on morale. They have little time for bureaucratic niceties; if a member of the race receives a level of Admin skill, it is 50% likely to be converted to +1 Education instead.

The race has a complex, but sometimes flexible, code of honour and respect, making their response to other beings highly unpredictable except when matters of honour or duty are concerned; to represent this, reaction roll is double the result.

If players wish to utilise Ghashruan characters, they must act with Ghasruan psychology, which referees should also try to bear in mind at all times. Courage, loyalty, and some impatience with other beings are central, as is tolerance of hardship and any waiting imposed by physical (rather than administrative) necessity. Younger Ghashruan (up to about 28-30 Terran years) tend to the greatest adventurousness, and have an impulse to 'prove themselves' to anyone who they respect; their elders will form and declare strong group loyalties, often combined with some vague loyalty to the Federation. All loyalty is to the death, although Ghashruan will demand fair treatment within their chosen group.□

# IRILIAN

## A Complete AD&D City by Daniel Collerton
## Part 6: Darkrise on Irilian

*This is the final instalment in the series which has been describing a small* AD&D *town, Irilian, and providing a sequential scenario;* The Rising of the Dark. *As before, it is intended for a moderately large,* thinking *party of 2nd to 5th level characters with some assistance from Irilian's characters. This issue's scenario carries on directly from where* Part 5 *left off. See* Part 1 [WD42] *for a glossary and nomenclature key.*

**The Tunnel.** The mist wall will follow the party along the east passage, cutting off light and sound from the well. The walls, shedding a dim white radiance, will gradually become obscured as tendrils of black mist start to twine across the walls and floor. These tendrils grasp the characters and, although insubstantial, their touch will numb: slowing characters' movements to half normal. Soon the passage will be completely blocked; cutting off all sight of the Light ahead. Then two Shadow Demons [*FF*] AC 9, 5 or 1, HD 7+3, Move: 12", No of Attacks: 3, Damage: 1d8/2x1d6, Special Attacks: To Hit plus in low light, Special Defences: Immune to fire, cold and lightning. Others depending upon light level. HP 29, 24, will step out of the walls and attack.

After defeating them and moving on, the thunder of rapidly approaching hooves mixed with the howls of wolves and screams of 'Deorc Rys' (Dark Rise) will be heard. From the mist ahead will burst two Death Dogs [*FF*] AC 7, HD 2+1, Move: 12", No of Attacks: 2, Damage: 2x1d10, Special Attacks: Disease, HP 9, 7, closely followed by a Death Knight [*FF*] AC 0, HD 9d10, Move: 12", No of Attacks: 1, Damage: 1d8 (Longsword), Special Attacks: Spells, Special Defences: Spells, Magic Resistance: 75%, HP 39, mounted on a Nightmare [*MM*] AC -4, HD 6+6, Move: 15"/36", No of Attacks: 3, Damage: 2d4/2x2d4+2, Special Defences: Smoke screen, HP 41. These will fight to the death. However, if they appear to be winning, a roar of Light from the passage's end will engulf and destroy them. The Light comes from a ball of burning light in the centre of an arched chamber which opens out after half a mile or so.

The fire is a manifestation of the Light which has been protecting the party so far. A character must, of her or his own free will, step into it. Then the fire will blaze up, blinding everyone for a turn and consuming whoever stepped into it. It will then fade to reveal the naked character, unchanged but for a coruscating aura of blue-white diamond fire, which flares about it.

With extreme effort, the character may extend this aura to encompass a thirty foot radius about Itself, destroying any manifestations of the Dark in the area. This is so demanding that It may only perform this five times before being destroyed.

In stepping into the fire, the character becomes part of the Light; the Lightchild. Through the Lightchild Irilian may be saved although, as It will realise, the prophecy song must be fulfilled. This means that the Lightchild must be consumed in a funeral pyre; specifically in the Temple fire pit. The Lightchild has 100 hit points for the purpose of attacks by Children of the Dark [see *WD46* for Dark Children], and will need to get to the Temple.

The party will be able to reach the well without difficulty but they will discover a group of 10 Orc Dark Children [*MM* and Part 5] AC 6, HD 1, Move: 9", No of Attacks: 1, Damage: 1d8, Special Attacks: Possession, HP (Dark [Body]) 6x6(6), 3x6(4), 5(4), who have roped themselves down to the passage. If these are destroyed, the party may use these ropes to climb back up.

**Back on the Streets.** Two rounds after the party leaves the well, 30 Goblin [*MM*] Darkchildren AC 6, HD 1-1, Move: 6", No of Attacks: 1, Damage: 1d6, Special Attacks: Possession, HP (Dark [Body]) 15x5, 10x4, 4x3, 2, will block the party's path. These will be joined later by:

*Round 1*: 1 Troll [*MM*] Darkchild AC 4, HD 6+6, Move: 12", No of Attacks: 3, Damage: 2x1d4+4/2d6, Special Attacks: Possession, Special Defences: Regeneration, HP 29(27).

*Round 2*: 2 Ogres [*MM*] Darkchildren AC 5, HD 4+1, Move: 9", No of Attacks: 1, Damage: 1d10, Special Attacks: Possession, HP 20(16), 17(12).

*Round 3*: 14 Kobolds [*MM*] Darkchildren AC 7, HD ½, Move: 6", No of Attacks: 1, Damage: 1d4, Special Attacks: Possession, HP 10x3(3), 4x3(2).

*Round 4*: 6 Bugbears [*MM*] Darkchildren AC 5, HD 3+1, Move: 9", No of Attacks: 1, Damage: 2d4, Special Attacks: Surprise, Possession, HP 4x12(11), 10(9), 9(8).

*Round 5*: 9 Ogres [*MM*] Darkchildren AC etc as before. HP 6x6(6), 2x5(5), 5(4).

*Round 6*: 1 Frost Giant [*MM*] Darkchild AC 4, HD 12, Move: 12", No of Attacks: 1, Damage: 4d8, Special Attacks: Possession, Throw rocks for 2d10, Special Defences: Immune to cold, HP 50(38).

*Round 7*: 2 Minotaurs [*MM*] Darkchildren AC 6, HD 6+3, No of Attacks: 2, Damage: 1d4/2d4, Special Attacks: Possession, Special Defences: Surprised on a 1 in 6, HP 32(27), 28(27).

*Round 8*: 10 Unmounted Orcridan [Part 4] Darkchildren AC 5, HD 1, Move: 9", No of Attacks: 1, Damage: 1d8 (Longsword), Special Attacks: Possession, HP 10x6(4).

*Round 9*: 8 Gnoll [*MM*] Darkchildren, AC 5, HD 2, Move: 9", No of Attacks: 1, Damage: 2d4, Special Attacks: Possession, HP 6x10(9), 2x9(9).

*Round 10*: 4 Flinds [*FF*] Darkchildren AC 5, HD 2+3, Move: 12", No of Attacks: 1, Damage: 1d6, Special Attacks: Possession, HP 2x11(11), 2x10(9).

Children of the Dark released from the Dark's control will fight for Light. In round two, the surviving Irilian Scouts will arrive to help the party [Part 4 but down to half Hit Points and with all spells used]. Four rounds after that, the Gran Mareschal of the Monasterion [Part 4] will arrive with Sil, Ral, Quan, Ged and their men at arms accompanied by Tenq; summoned either by the Light or Ras's horn. They will help the party to the Temple.

At the Mark Geard, the Irilians will be making a final stand. The remnants of the Garde and the Militia will be strung out from Diament Rad to Geld Laen. Behind them, a dense crowd of old men and women and children are praying; above them, Aslas and her pentacle still burn; and to their front, a wall of mist hangs, poised. All around, lightning forks from the stormy sky to the roof tops.

As the party appears, the mist will rise up until it covers the entire western half of the sky and then start to advance. The Lightchild should go to the Temple fire-pit. As It does so, the Temple will darken until the only light comes from the figure in the flames. Gradually, the Light will increase until, cracking with power and of a blinding intensity, it blasts from the Temple doorway, across the Mark Geard, into the Dark; spreading, leaping from house to house and person to person, until the whole of Irilian is ablaze with white fire.

Around the town walls, the Dark will rise higher; drawing greater power to itself before tumbling over the walls and sweeping once again to the Mark Geard. The Light will dim then flare up, striking the senses from all in Irilian. When the population awakes, it will be dawn; a golden sun rising into a cloudless sky: The Dark laid. Of the Lightchild, there will be no sign.

**Aftermath.** Within one seson of Darksfall, Irilian will be much as it always was. When the Light laid the Dark, all of Its works in Irilian were undone; thus all who were trapped in Blaec Fyr were released unharmed (the humanoids wisely instantly taking to their heels). Reconstruction will have finished by then and prominent citizens will have resumed their normal stations. (If the party failed, the DM may start a new party off, either assuming that the Dark never existed and that the players' knowledge comes from living in Irilian for a while, or having them penetrate into Dark-controlled Irilian; attempting to lay It.)

If the party do survive, the Counseil will vote them the following rewards: 1. To them and their heirs in perpetuity; the freedom of Irilian with exemption from all taxes (but not duties) and automatic citizenship. 2. To them and their heirs in perpetuity; lordship over all the lands between the Iril and the Sil [Part 1] from their confluence to the Scearp mountains, subject to the Overlordship of the Counseil Aef Irilian; with all the goods, chattels, habitments, persons and incomes therein, subject to a yearly tithe to the Counseil Aef Irilian. (Unfortunately, the lands to the north are lost to Irilian and are occupied by several major humanoid tribes and numerous monsters; all of which will need to be pacified or destroyed before the territory could become profitable. It is up to the individual DM to provide further details if wished.) 3. To them for the remainder of their lives: a pension of 500 gold pieces each per year.

Teral Guthdohtor Aef Abbeie will express her thanks by *raising, resurrecting, healing* etc (except for the Lightchild who, by Its sacrifice saved Irilian, cannot be recalled by any power on the Prime Material Plane) and, of course, the other citizens of Irilian will treat them like local heroes.

Irilian may be used as a basis for further adventures by the DM. The party will have made powerful allies and enemies, both of which will seek to use them for their own ends and the town is the ideal base from which to subjugate their new territories.

### Background Information

**Irilian Law.** There are four categories: Military, Religious, Civil and Criminal. Each has different courts and penalties and deals with different crimes.

**Military Law.** Deals with all offences committed by members of the Garde and the Militia when on duty. Crimes are reported to an officer who then has the power to arrest the suspect and confine him in the Rivereweac

Tor until trial. Minor crimes (those punishable by flogging) are heard before the Commandere Aef Man or Aef Hors. Serious crimes go to the Garde Cort. This consists of the Garde Commandere, who acts as Profost-Mareschal, the Commandere Aef Hors and the Commandere Aef Man. Guilt is determined by a majority verdict. The accused may nominate a friend to argue his case or provide his own defence. Bribery may help a not guilty plea. Punishments for criminal offences such as theft, murder and rape are as in the Cort Criminari. Military crimes have these penalties:

| | |
|---|---|
| Cowardice: | *Flogging.* |
| Negligently carrying out a duty: | *Flogging.* |
| Refusing to carry out an order: | *First Offence – Flogging, Second offence – Death by drowning.* |
| Desertion: | *Death by drowning.* |
| Mutiny: | *Decimation by drowning.* |

Flogging is usually 10-100 lashes with a system shock roll needed to survive every 40. Military Law is, in general, strictly enforced although the Scouts tend to operate at its outer limits.

**Religious Law.** Crimes committed by members of the Religious in Irilian and various other crimes are tried by the Temple Cort. This is made up of the Abbeiess of the Abbeie, the Gran Mareschal of the Monasterion and the Primat Aef Irilian; conviction is by a majority verdict and bribery is of some use in swaying it. Accused must present their own defences. Prosecutions may only be initiated by a member of the Cort but anyone may report a transgression with a request that it be acted upon. The Brothors Aef Lagu will usually hold suspects for trial. Conviction for a civil or criminal offence in the Temple Cort will lead to the criminal being unfrocked and handed over to the Corts Civilis or Criminari for a quick retrial and punishment. Penalties for religious crimes are:

| | |
|---|---|
| Desecration: | *Death by starvation.* |
| Heresy: | *Death by burning.* |
| Blasphemy: | *Minor (swearing) – 1 wika in stocks by Temple door. Major – Death by starvation.* |
| Sacrilege: | *Death by burning.* |

Religious Law is laxly enforced; it being notoriously easy to secure an acquittal because of the inter-cult squabbles which dominate the Temple Cort's workings.

**Civil Law.** All wrong-doing involving taxes, duties, debts, contracts, merchandising and property are dealt with in the Cort Civilis: the Coroune, two Counseil members and the Clerc [Part 4]. Any Irilian may move a prosecution by a sworn deposition to the Coroune who will then have a Landvogt deliver a summons to the accused to appear before the Cort. Both accuser and accused may be represented by scrivener-lawyers (aS39 2 Luft Met Weg). Conviction is by a majority verdict; the Clerc does not vote. Punishments are:

| | |
|---|---|
| Evading taxes or duties: | *Fine equal to twice the evasion plus 20 lashes.* |
| Debt: | *Confiscation of property to the value of the debt plus 50%.* |
| Breach of Contract: | *Fine.* |
| Fraud: | *Fine plus up to 100 lashes.* |
| Giving false measure: | *Fine plus 1 wika in the Mark Geard stocks.* |
| Action for damages or libel: | *Fine equal to damage done plus 50%.* |
| Carrying out a business without Gild permission: | *Confiscation of tools plus fine and 1 wika in the Mark Geard stocks.* |

Fines range from 50sp to 10000gp depending upon circumstances; averaging a few hundred silver pieces. Criminals unable to pay a fine are, if possible, sold into slavery along with their families to raise funds.

The Cort Civilis is convened on Fyrdaeg of Storm, Waeter, Hael and Vale of each seson. Civil law is not enforced in Irilian unless the Counseil wants it to be. Thus it is used against the populous rather than for it and abuses against it, especially by Counseil members, are very common and virtually unpunished.

**Criminal Law.** This covers all offences against person and property. Suspects caught committing a crime may be immediately arrested by the Garde or any Irilian citizen; the latter must, however, hand the suspect over to the Garde as soon as possible. In practice, citizens usually send a Hue and Cry rather than attempt an arrest themselves. If the suspect is not caught in the act or manages to escape pursuit, any witnesses must make a sworn statement to the Scirgerefa who will make out a warrant for the Typstoef and Garde to apprehend the suspect. Suspects awaiting trial or punishment are imprisoned in the Riverewaec Tor.

Crimes are tried before the Cort Criminari, the Scirgerefa and four Counseil members assisted by the Clerc. Convictions are by majority verdict – heavily influenced by the bribes offered. A defendant may be represented by a scrivener-lawyer. Common punishments are:

| | |
|---|---|
| Treason or rebellion: | *Death by hanging, drawing and quartering.* |
| Murder: | *Death by hanging.* |
| Assault: | *First offence – Up to 500 lashes, Second offence – Loss of left eye, Third offence – Death by beheading.* |
| Rape: | *First offence – Loss of left hand, Second offence – Death by hanging.* |
| Arson: | *First offence – Loss of ears and branding on forehead, Second offence – Death by burning.* |
| Theft | *First offence – 80 lashes, Second offence – Loss of right hand and nose, Third offence – Death by hanging.* |
| Failing to obey a summons: | *First offence – Confiscation of all property, Second offence – Banishment under pain of death by beheading.* |
| Failure to obey a member of the Garde on duty: | *50 lashes.* |

Suspects who are not arrested or who escape from custody may be tried *in absentia*. If found guilty, they are declared Utlagu – outside the Law – and may be hunted down and killed with impunity. The Cort Criminari sits on Earthedaeg of each week; punishments are usually carried out the following Monadaeg. Although the criminal law is not quite so corruptly enforced as the civil law, it is difficult obtaining a conviction against someone with influence or, especially, money.

**Trials.** In deciding whether a character is convicted of a crime or not, the DM should consider the following points.

The character's standing in Irilian: citizen or non-citizen, rich or poor, respectable or 'adventurous', charismatic or not, famous or notorious, popular or not, and so forth. The number and standing of witnesses. The standing of the person moving the prosecution. Material evidence. The political position of the Counseil. The characters and political positions of the members of the Cort. The bribes paid on both sides and the Bribe Levels of the Cort. Bearing these in mind, the DM should arrive at a percentage chance for conviction which can then be rolled against.

**Hue and Cry.** Alerts all those within 80 feet who will attempt to pursue and grapple the suspect so rendering him or her incapable of action until the Garde arrives. Up to 3d20 people may form the pursuing crowd; all with the statistics of normal Irilians. None will risk their lives.

**Encounters.** With a little thought, most encounters may be used to lead on to something. The suggested encounters given should be changed or ignored as circumstances dictate, and varied with the time of year as well as of day since festivals, for example, will dictate what is happening on the streets. Encounters may either directly involve or be witnessed by the party; in the latter case, the character tables may be used to find out who else is involved. The character tables may also be used as an index of all the 'adventuring' characters and shops in Irilian except for Teral Guthdohtor Aef Abbeie [Part 2] who does not leave the Abbeie and so does not figure in them. Encounters take place on a roll of 1 on a d6, which should be rolled once per turn spent out on the streets of Irilian.

| | Dagung to Middaeg | Middaeg to Dosk | Dosk to Middneaht | Middneaht to Dagung |
|---|---|---|---|---|
| Accident | 001-075 | 001-075 | 001-075 | 001-025 |
| Addict | 076-090 | 076-100 | 076-130 | 026-075 |
| Bandit | 091-095 | 101-110 | 131-140 | 076-090 |
| Bat | | | 141-145 | 091-115 |
| Begger | 096-220 | 111-255 | 146-295 | 116-155 |
| Blood Hawk | 221-230 | 256-265 | | |
| Booka | 231-245 | | | |
| Caravan | 246-320 | 266-340 | 296-305 | |
| Chamberpot | 321-395 | 341-345 | 306-330 | 156-185 |
| Character | 396-470 | 346-420 | 331-405 | 186-245 |
| Costermonger | 471-585 | 421-545 | 406-505 | |
| Dopplegangar | 586-590 | 546-550 | 506-510 | 246-250 |
| Drunk | 591-600 | 551-570 | 511-590 | 251-325 |
| Escaped Animal | 601-640 | 571-595 | | |
| Fire | 641-665 | 596-620 | 591-620 | 326-450 |
| Food Vendor | 666-740 | 621-715 | 621-770 | 451-500 |
| Galtrit | 741-745 | | | |
| Gang Fight | 746-755 | 716-720 | 771-805 | 501-600 |
| Garde | 756-780 | 721-745 | 806-860 | 601-780 |
| Hornet | 781-785 | | | |
| Hue and Cry | 786-835 | 746-810 | 861-910 | 781-795 |
| Kidnap | | | | 796-805 |
| Killmoulis | 836-840 | | | |
| Mob Riot | 841-850 | 811-825 | 911-925 | 806-810 |
| Monster | 851-855 | 826-830 | 926-930 | 811-820 |
| Mugging | 856-860 | 831-835 | 931-950 | 821-870 |
| Pilgrim | 861-910 | 836-885 | | |
| Poltergeist | | | 951-955 | 871-880 |
| Preacher | 911-960 | 886-955 | 956-965 | |
| Prostitute | 961-965 | 956-960 | 966-970 | 881-920 |
| Rabid Animal | 966-990 | 961-995 | 971-985 | |
| Rats | 991-995 | | 986-995 | 921-970 |
| Spiders | | | 996-000 | 971-995 |
| Undead | | | | 996-000 |
| Wasp | 996-000 | 996-000 | | |

**Encounter Descriptions**

*Accident.* Someone stumbles and falls or a runaway animal hits him or her: roll under dexterity on 1d20 or suffer 1d2 (fall) or 1d6 (animal) damage.

*Bandit/Brigand.* A group of robbers [*MM*] from the wild areas to the north, visiting Irilian to dispose of loot and indulge. Looking for trouble.

*Bat.* 1d10 Giant Bats [*FF*], 10% of the time accompanied by a Doombat [*FF*], flit around and, if not kept at bay by fire, attack.

*Beggar.* A whining beggar with trivial information paws at cloaks; demanding largesse.

*Blood Hawk.* 1d4 Blood Hawks [*FF*] swoop to the attack.

*Booka.* A Booka [*FF*] is surprised while going about its household chores.

*Caravan.* A group of traders pass. Usually farmers from the surrounding countryside; around market days, possibly a Merchant Caravan [*MM*]; or, very rarely, a group of non-humans, dwarves [*MM*], elves [*MM*] or gnomes [*MM*]; or, rarer still, orcs [*MM*], goblins [*MM*], or kobolds [*MM*].

*Chamberpot.* A hail of ordure descends from a window causing a loss of 12+1d4 points of charisma until a bath is taken.

*Character.* Someone approaches to offer/request information/help/abuse etc. Roll on the following tables then look the character up to find possible reasons for their approach.

*1d20*
1-19. Normal Irilian
20. Character

CURRENT
KEYE
WAETER TOR
MONA TOR
SCALE
1 SQUARE = 200 FEET
IRILIAN
MAEL LAEN
LOG WEG
CORALLO
WEARCAN
RIUDE CLOS
GETE
ACHETE
CHRISOPACE RAD
Well
GEMAEDEN
OPALE WEG
CHRISOPACE
TOPAZE STRAET
Bear Pit
Animal Pens
Animal Feed
Caravan Pitches
ABBEIE
R2
GILD FAECTOR
G1
MARK GEARD
Stalls
RUBIS WEG
ABBEIE WEG
GEALGAGAET
GILD LAEN
I1
GRIFOUN
MET WEG
MONASTAN CLOS
SALMOUN RAD
SAN HAEL
MUNUC WEG
FALS STRAET
DIAMENT RAD
FYR RAD
Chantr
GRAEFGEARD
GRIMMR TOR
STORMRIDAN
I5
MATHKR
LAEN
MAGIKOS WEG
TOR WEG
GNOME JUEL AEF
I4
SANGUIN TOR
MEGN GAET

F
G
H
I
J
1
3
4
5
6
7
8
LESARDMAN HAM
IRIL
CURRENT
WAETERGAET
RIVERE-WEAC TOR
HEAFOD AEF ORC
I2
SARCLE LAEN
CHRISOPACE RAD
LETTORN WEG
THEOF RAD
BLAEC WEG
BERULOS CLOS
BERULOS CLOS
AMECHISTE WEG
AMECHISTE
TOLN WEG
GNAGAN
KHALKEDON
WEARD
AMBRE CHARE
GNAGAN LAEN
DRACONEM WEG
HEL LAEN
PERITOT WEG
PERITOT WEG
TEMPLE HUS
TEMPLE
TEMPLE LAEN
TEMPLE LAEN
DWEOG CLOS
HAESEL RAD
ILE RAD
MONATH LAEN
GRIFOUN LEGER
BLAEC GAET
Animal Pens
Animal
Stalls
Stalls
COUNSEIL HUS
C1
C2
C4
C5
C7
C8
MONASTAN CLOS
MONASTAN CLOS
TEMPLE CORT
THRI SEORRA
I3
SCREAWA
CLOS
SLOEGH RAD
HAESEL RAD
TEMPLE LAEN
ILE RAD
AMBRE CHARE
ORMR RAD
LEOGERE LAEN
GERFAUCON
MONASTERION LAEN
Well
MUNUC GEARD
TOR DAUTHR
CNICHE
STRAET
MONASTERION
TOR WYSARD
WEG
RAD
PEUTRE WEG
FYRGI
MONASTERION LAEN
GMALA WEG
TOR DAGUNG

*Normal Irilian (Part 2), 1d10*
1. Child, Male
2. Child, Female
3. Adolescent, Male
4. Adolescent, Female
5. Young Adult, Male
6. Young Adult, Female
7. Middle Aged Adult, Male
8. Middle Aged Adult, Female
9. Old Adult, Male
10. Old Adult, Female

*Character, 1d100*
01-17. Cleric
18. Druid
19-62. Fighter
63-65. Paladin
66-67. Ranger
68-72. Magic User
73-75. Illusionist
76-82. Thief
83-84. Assassin
85. Bard
86-93. Merchant
94. Sage
95-98. Houri
99-00. Other

*Roll 1d10 for status or of parents or spouse*
1. Sundi
2. Mastercraftsman
3. Journeyman
4. Apprentice
} Roll on shop shop lists (Parts 2-5) for occupation
5. General Labourer
6. Porter
7. Animal Handler
8. Personal Servant
9. Farmhand
10. Other

*Clerics*
1. Chantrman (1)
2-10. Sisters Aef Abbeie (2)
11. Aslas of the Temple (3)
12. Miril of the Temple (3)
13. Pelnos of the Temple (3)
14. Pelase of the Scouts (4)
15. Tenq Aef Monasterion (4)
16. Arkis Aef Monasterion (4)

*Druids*
1. Acfyst (3)

*Fighters*
1. Ininae of the Grifoun (2)
2. Tislim of the Grifoun (2)
3. Uzuld the moneylender (2)
4. Kullut of the Heafod Aef Orc (3)
5. Sulliga of the Heafod Aef Orc (3)
6. Tirages of the Heafod Aef Orc (3)
7. Firga of the Heafod Aef Orc (3)
8. Zigul of the Heafod Aef Orc (3)
9. Sigil of the Heafod Aef Orc (3)
10. Agrea of the Heafod Aef Orc (3)
11. Dirim the Moneylender (3)
12. Dirima, Dirim's wife (3)
13. Thori, Dirim's son (3)
14. Bombas, Dirim's son (3)
15. Lelfos of the Garde (4)
16. Irsim of the Garde (4)
17. Helas of the Garde (4)
18. Bisil of the Garde (4)
19. Nireal of the Garde (4)
20. Sesil of the Garde (4)
21. Jiral of the Scouts (4)
22. Brehen of the Scouts (4)
23. Garli, Erea's husband (4)
24. Ankra, Erihim's bodyguard (4)
25. Telnon, Garos' bodyguard (4)
26. Giniel, Garos' bodyguard (4)
27. Erin, Pelos' bodyguard (4)
28. Aran, Pelos' bodyguard (4)
29. Distrian, Pelos' bodyguard (4)
30. Kilmin, Pelos' bodyguard (4)
31-41. Brothors Aef Lagu (4)
42. Erizeal of the Thri Seorra (4)
43. Rigisil of the Thri Seorra (4)
44. Ugilin of the Gnome Juel Aef (5)
45. Kuldug of the Gnome Juel Aef (5)
46. Zigfa of the Gnome Juel Aef (5)
47. Perilas of the Sclava-freodom (5)
48. Gisiral of the Gild Aef Venteners (5)

*Paladins*
1. Serial Aef Abbeie (2)
2. Ankos Aef Abbeie (2)

*Rangers*
1. Tivean of the Heafod Aef Orc (3)
2. Anhalas of the Scouts (4)

*Magic Users*
1. Elas of the Scouts (4)
2. Yhoudeh of the Scouts (4)
3. Kirea of the Scouts (4)
4. Arien, Elisim's bodyguard (4)
5. Zotaquaan Aef Tor Wysard (5)

*Illusionists*
1. Imilos of the Scouts (4)
2. Erea of the Counseil (4)
3. Djhela of the Gnome Juel Aef (5)

*Thieves*
1. Agroth of the Beggars (3)
2. Shila of the Beggars (3)
3. Hirean of the Gealgagang (4)
4. Korsal of the Gealgagang (4)
5. Korseal of the Gealgagang (4)
6. Pireal of the Gealgagang (4)
7. Gildas of the Mark Geard (4)
8. Staet Gang member (2)

*Assassins*
1. Alis of the Hashishiyy (3)
2. Daergne, Alros' bodyguard (4)

*Bards*
1. Gilos of the Grifoun (2)

*Merchants*
1. Tirouv, Gild Faector (2)
2. Alros of the Counseil (4)
3. Dareon of the Counseil (4)
4. Elisim of the Counseil (4)
5. Erihim of the Counseil (4)
6. Garos of the Counseil (4)
7. Pelas of the Counseil (4)
8. Pelos of the Counseil (4)

*Sages*
1. Timis (2)

*Houris*
1. Tiralle of the Heafod Aef Orc (3)
2. Elhiri of the Heafod Aef Orc (3)
3. Giriel of the Heafod Aef Orc (3)

*NB*: Bracketed numbers show the episode the character first appeared in.

*Doppleganger*. One of Erihim Stormboi's clan [Part 4] is recognised as a Doppleganger.

*Drunk*. A singing, a dancing Irilian (roll on character tables) attempts to foist his inebriety upon others. Reject, and a fight may result.

*Escaped Animal*. An animal from the Mark Geard [Part 3] makes a break for freedom.

*Fire*. A house is engulfed in flames. 1d8-5 people are trapped inside with 2d4 rounds before the fire reaches them.

*Food Vendor*. A street vendor sells unidentifiable grilled or fried things for to eat.

*Galtrit*. A Galtrit [*FF*] is disturbed, rises from the muck and sinks its teeth into whoever is nearest.

*Gang Fight*. Two or more Staet Gangs [Part 2] dispute territory.

*Garde*. On duty: a patrol [Part 2] shakes down passers-by. Off duty: brutal and licentious soldiery makes advances.

*Hornet*. 1d4 Giant Hornets [*FF*] buzz the street.

*Hue and Cry*. Conscientious citizens pursue a miscreant [Part 6].

*Kidnap*. If surviving, D'Hel and his followers [Part 3] 'ask' a passer-by to join them for a service to Gizherae. Otherwise, the Gealgagang [Part 4] try an abduction.

*Killmoulis*. A mischevious Killmoulis [*FF*] practices its japes upon a pedestrian.

*Mob Riot*. Large number of citizens [Part 4] demonstrate against the Counseil, the Gods, or whatever.

*Monster*. A monster of one type or another (Purple Worm [*MM*], Thoqqua [*FF*], Demon [*MM*], etc) appears and starts trouble.

*Mugging*. Roll on the thief character table to determine the mugger and on the other tables to find the muggee.

*Pilgrim*. A group of religious travellers [*MM*] process past; usually headed for the Monasterion but sometimes not.

*Poltergeist*. A poltergeist-propelled [*FF*] object exits a nearby house; striking a passer-by.

*Preacher*. One of the Religious (roll on the clerics table) warns of the dangers of all paths but the One True Way.

*Prostitute*. A loose person walks the streets. Roll 1d4. 1-3: amateur, 4: from the Heafod Aef Orc [Part 3].

*Rabid Animal*. Roll 1d6. 1-5: Dog [*MM*], 6: Market animal [Part 3]. Bite gives acute, terminal, nervous system dysfunction [*DMG*].

*Rats*. 1d6 Giant Rats [*MM*], 10% of the time accompanied by 1d2 Jermlaines [*FF*], pounce.

*Spiders*. 1d2 Giant Spiders [*MM*] try to enweb unwary strollers.

*Undead*. Roll 1d4; the result materialises and attacks 1-Apparition [*FF*], 2-Ghost [*MM*], 3-Spectre [*MM*], 4-Wraith [*MM*].

*Wasp*. 1d4 Giant Wasps [*MM*] attempt to set a nursery inside members of the populous.

**Expanding and Detailing Irilian**

In this series, enough information on Irilian has been given so that it can be used in a campaign without too much further work. Areas which players are most likely to come across have been detailed fully, while giving only general descriptions of other areas – enough to provide a foundation on which the DM can build. This was due to space limitations but also so that Irilian could be fitted into other campaigns with the minimum of rewriting. DMs filling in Irilian's grey areas may find the following points useful:

In its overall structure, Irilian is very loosely based up the Italian city-states of the late middle ages and renaissance; in particular, Venice. In detail and flavour, though, it is pseudo-medieval English. Any good library will be able to provide background material and Paul Vernon's excellent series, *The Town Planner [WD31-33]*, will also be very useful. The Irilian language is a free variant of Old English; words can be constructed by looking up the roots of modern English words in an etymological dictionary and changing the spelling slightly. Finally, I would like to thank Dominic McAteer for his helpful discussions of Irilian and *AD&D*. Remember, Irilian is only a suggestion; if you do not like it, change it.□

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*NB: Numbers represent the relevant episode. (1-5 = WD42-WD46)*

RuneRites *is a regular department for* RuneQuest *edited by Oliver Dickinson.*

# Morale

*Napoleon is reported to have said that morale was three times as important as physical force, yet there is no real way of simulating it in* RQ *except by INT rolls or the leader making a CHA roll, neither very satisfactory. Here are two contributions bearing on the topic which deserve serious consideration. Paddy Barrow's table should perhaps be applied with caution, on occasions when a player might well be expected to be suffering from previous debauchery; but then again, anyone can wake up with a headache or a stomach-ache (especially the latter when in foreign climes!), and there are some obnoxious characters who actually seem all the better for a night's drinking. The penalites and bonuses could perhaps be scaled down, but it's worth a try. –OD.*

**Daily Health**
**by Paddy Barrow**

Nowhere is there any sort of reference to how a player character feels on a certain day. It might sound pedantic, but suppose he/she feels sick or has a headache: this would certainly affect overall performance in an adventure. So here is a table to determine how the player is feeling on any day. It could make a nice change for the GM to see an experienced player erupt into a fit of coughing and vomiting when confronting a solitary Trollkin, as a result of the wild party the night before.

**d100**

| | |
|---|---|
| 01-5 | Uurrgh! Feel sick, head throbs, feet and arms hurt. See Table 1. |
| 06-15 | A bit groggy, maybe a few pains here and there. See Table 2. |
| 16-95 | Perfectly normal. |
| 96-00 | Wow! Feel great, hyper-fit, ready for anything. See Table 3. |

**Table 1 – 1d10**

| | |
|---|---|
| 1 | Everything wrong, a real griper; 50% effective in everything, including spells. |
| 2-3 | Slightly better; 75% effective in everything (round up). |
| 4-5 | Headache; -10% to all skills. |
| 6-8 | Lethargic; -15% to fighting skills and -5% to all others. |
| 9 | Prone to spells of sickness, at which point -10% to all skills; 20% chance of being unable to fight, due to heavy vomiting. |
| 10 | Dizzy spells: see Table 1a. |

**Table 1a – 1d8**

| | |
|---|---|
| 1 | Balance awful; -50% to fighting, manipulation and stealth skills. |
| 2-5 | Slightly off-balance; -10% to fighting, manipulation, and stealth skills. |
| 6-8 | Very occasional spells; -5% to the above. |

**Table 2 – 1d4**

| | |
|---|---|
| 1 | Bit stiff, muscle pains; -5% to all except knowledge and perception skills, and spell using. |
| 2-3 | Feet hurt; move at ½ normal rate. |
| 4 | Normal. |

**Table 3 – 1d8**

| | |
|---|---|
| 1 | Fanatical; fights at +15% fighting skill until below half total HPs (first fight only). |
| 2-3 | Wide-awake and eagle-eyed; +10% to perception until first major rest. |
| 4-6 | Eager; +5% to fighting and stealth skills. |
| 7 | Hyper-cool; feel as though you could talk your way out of anything, +10% to Oratory. |
| 8 | Incredible: tireless, eager +25% to fighting skills, +15% to all other except manipulation skills. This lasts until three-quarters of HPs are lost (first fight only). |

**Force of Will**
**by Dave Morris**

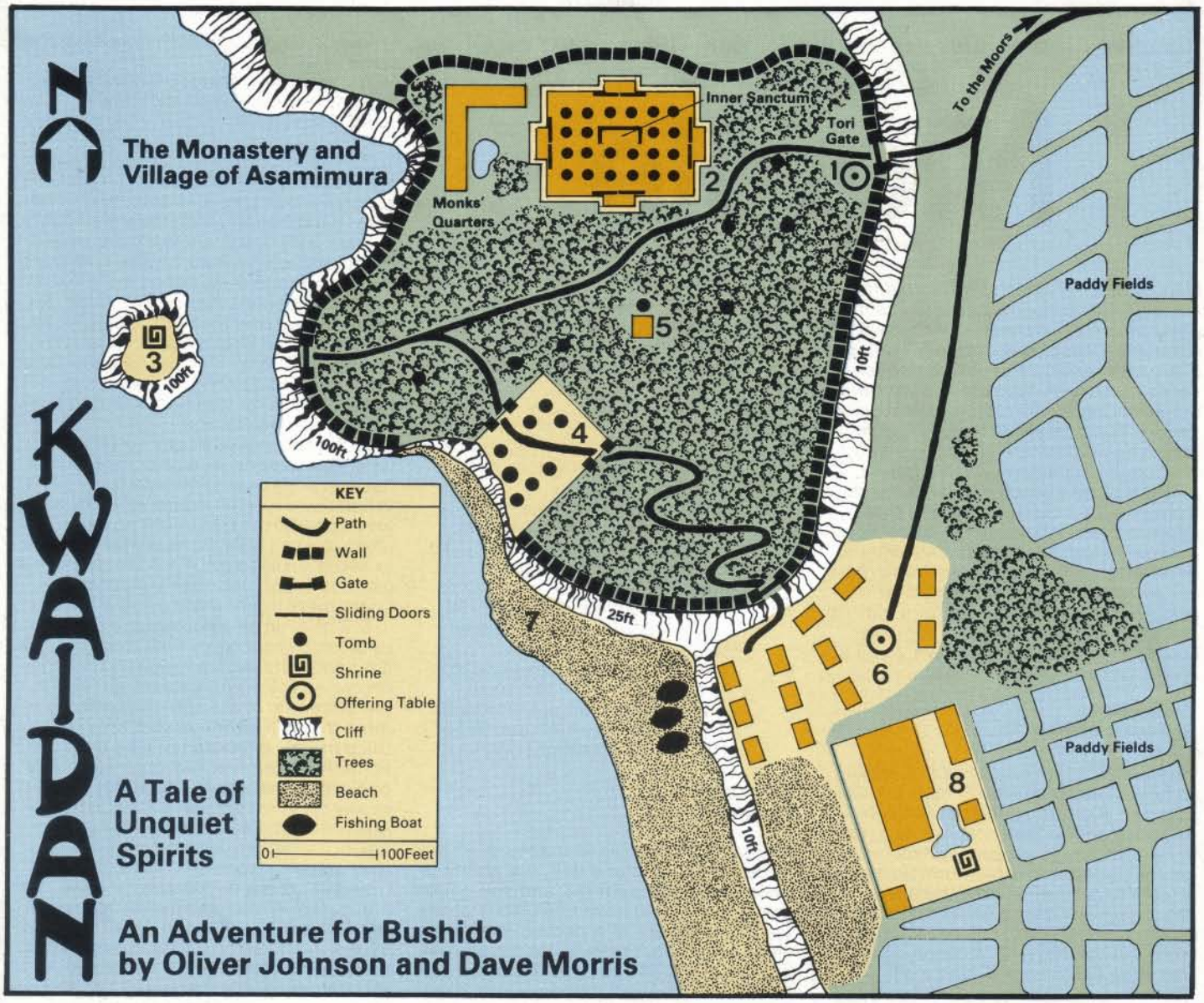
*Mental Discipline* is a measure of the force of a character's will, the ability to resist hypnotic patterns and melodies, the demoralising howl of a Ghoul, or the terrifying aspect of a demon. Lacking a clear definition, the *RQ* rules usually use a character's INT for this purpose, but this is a very unsatisfactory approximation. Standing one's ground in the face of a Ghoul pack is not necessarily a sign of intelligence, after all – and a Rune Lord will surely be more self-disciplined than the rookie Lay Member in his/her retinue, even though both may have the same INT.

A character's Mental Discipline Factor (MDF) is derived as follows:

MDF = ⅓ (CON + CHA + highest skill ÷ 5)

CON is important on the principle of *mens sana in corpore sano*; a high CHA generally indicates a forceful and confident personality; and the character's highest skill level shows how experienced and disciplined he/she is (Speak Own Language does *not* count!). Working out Griselda's mental discipline, for example, we find that with a CON of 16, CHA of 15, and Shortsword skill at 100%, she has a MDF of 17. If the Ghoul howling at her has a POW of 15, it would have to roll 40 or less on d100 for a successful *demoralization*.

MDF can be used in any situation where an experienced character would have an edge over an inexperienced one. When there is an unexpected encounter, for example, the GM might have each character roll MDF times some modifier to avoid surprise. MDF x 5 would be the usual roll, but particularly startling encounters might merit a roll of MDF x 4, 3, 2 or even as a percentage. Similar rolls can be used as morale checks to see if the NPC hirelings in the party turn chicken when the going gets tough; again, the extremity of the situation will determine the MDF modifier that applies. Such morale checks should be used particularly on the first few occasions that beginning characters encounter undead of any type, to represent the superstitious terror that such beings can generate, out of all proportion to the threat they actually represent. Thus, the first time a character encounters undead, he/she must roll MDF as a percentage or be *demoralized*; the second time, the roll is MDF x 2, and so on. Once the character makes one of these rolls successfully, this natural fear is conquered and he/she will be okay in any future encounters with undead. *(On a roll of MDF x 5, I would suppose; I feel this should always be required, unless you make a profession of hunting them. –OD)*□




# KWAIDAN

## A Tale of Unquiet Spirits

## An Adventure for Bushido by Oliver Johnson and Dave Morris

*'A rack of cloud across the light of evening*
*As if they too, those distant hills, wore mourning weeds.'* *–The Tale of Genji*

**Player's Introduction**
Your lord is worried by reports from an outlying demesne, in Kii province. Peasants have been terrorised by a spectral figure on the moors north of Asamimura village. This ghost appears to be a *preta*, or unquiet spirit, who will only be laid to rest by the proper *segaki* (exorcism) services, performed over his bones. The lord intends to test the mettle of you, his young samurai, by sending you to the village as bodyguards with Sonjo, a Buddhist monk who will perform the necessary rites.

**Sonjo the monk (level 3 Buddhist Gakusho)**

| | | | |
|---|---|---|---|
| **Str:** | 5 | **Damage:** | -1 |
| **Dft:** | 10 | **BAP:** | 5 |
| **Spd:** | 12 | **MNA:** | 1 |
| **Hlh:** | 12 | **BMA:** | 4 |
| **Wit:** | 20 | **Power:** | 40 |
| **Will:** | 25 | **Hit Points:** | 16 |

**Skills:** Jujutsu(13), Sacred Dance(16), Rhetoric(16), Butsu-do(17), Raja-Yoga (10), Gnana-yoga(11), Tea Ceremony(14), Meditation(12).

Sonjo is likely to take most of the credit or blame resulting from the mission – the players are being sent along merely as bodyguards. Sonjo is an enlightened (but not Enlightened!) fellow and will see the value of enlisting Ugestsu's [see below] aid.

**Games Master's Introduction**
This scenario is loosely based around a set of classical Japanese *kwaidan* (or ghost stories). The games master should use his own judgement and bring in suitable encounters when appropriate rather than slavishly following order. Read through the whole scenario carefully as this will provide ideas on how to present each encounter.

**Description of Asamimura Monastery/Village**
**The Moors**
As the party approach Asamimura village they will cross a stretch of barren moors, taking 4 hours. There is a 10% chance of an encounter every two hours.

1. 1-3 peasants (day only)
2. The Mujina (dusk or night only)
3. The Rokuro-kubi (night only)
4. 1 viper
5. 2-12 wolves
6. Watanabe Tetsu

**The Mujina**

| | | | |
|---|---|---|---|
| **Spirit Rank:** | 2 | **BAP:** | 12 |
| **Hit Points:** | 18 | **MNA:** | 2 |
| **Armour Class:** | 1 | **BMA:** | 5 |
| **Zanshin:** | 1 | **Magic BCS:** | 11 |

**Attack:** Tanto, BCS 11, Damage 1d6 lethal.
**Spell:** *Traitor ground* (once a day).

She will lure people to her by sobbing and moaning as if in distress. She appears to be a normal woman, wearing a kimono made of rich material. Her face, however, is a terrifying blank, without eyes, ears or nose. When the party is ranged around her she will turn and reveal the true horror of her identity.

Out to sea and over the ruined graveyard at the monastery the dreaded demon fires, or *oni-bi*, can be seen to flit among the night's shadows. The squire's manor, (*ji-zamurai* Watanabe Tetsu) is now deserted and open to the elements. Tetsu himself had his sanity destroyed in an encounter with the *Mujina*. If encountered, Watanabe Tetsu will demand money from the party, swinging his *katana* wildly while doing so. At other times he will shout insanely about a 'faceless woman'.

**Watanabe Tetsu (level 3 Bushi, former ji-zamurai of Asamimura)**

| | | | |
|---|---|---|---|
| **Str:** | 25 | **Damage:** | +2 |
| **Dft:** | 18 | **BAP:** | 9 |
| **Spd:** | 16 | **MNA:** | 2 |
| **Hlh:** | 18 | **BMA:** | 5 |
| **Wit:** | 18 | **Hit Points:** | 40 |
| **Armour Class:** | 1 | **Will:** | 25 |
| **Zanshin:** | 2 | | |

**Skills:** Kenjutsu(17) with Precision Strike(10), Atemi-Waza(14), Bajutsu(15), Iaijutsu(12), Kyujutsu(14), Armory(10), Hawking(13), Fishing(9), Tracking(10).
**Equipment:** Dai-sho, a few pieces of armour.

Since being driven insane by the *Mujina*, Tetsu has wandered the moors terrorising travellers. He is clad scantily and is extremely dirty. If taken to the shrine of Ugetsu the *kami*, Tetsu will recover his wits. He is a diligent martial artist but somewhat greedy and hardly of sterling character.

Because of him, the local peasants give the area a wide berth; occasionally one may be found, but it is more likely that he or she will flee than stop and be questioned. If a peasant *is* questioned he or she will report that 'new people' have moved into the village, that it is indeed the local *ji-zamurai* who wanders about the moors and paddy fields half-naked and mad (this with some embarrassment as Tetsu was once a much respected and feared man), that a holy innocent lives in the temple of the monastery and is fed by pious villagers from outlying areas, and, that despite the ruination of the monastery, some kind spirit or person still sees to it that the dead are buried when they are left inside the temple gate. They will also report that travellers have been terrorised by a ghost on the moors, particularly religious pilgrims and men of a pious mien; they, themselves however never venture out onto the moors at night, so therefore cannot verify this.

**The Monastery**

*1. The Tori Gate.* Beyond the gate stands a leafy grove. Just inside it there is a small offering table upon which various votive candles burn. A pallet with a shrouded figure lies before the table surrounded by bowls with offerings of rice and fish. This is the corpse of an old man left there sometime during the day. If the party approach at night, they may see the *Jikininki* appear and devour the corpse and the offerings, but this will only occur when all the candles on the shrine have either burnt or blown out. As the players inspect the pallet they may hear a rustling in the undergrowth and then the sounds of someone or something making their way, rather clumsily, through the bushes. This will be Hoichi who, having picked up his meagre portion of food from the funeral party, is hurriedly making his way back to the ruined monastery before the *Jikininki* arrives for *his* dinner. Scattered around the grounds of the monastery where they are not obscured by the entangling undergrowth will be seen numerous go-rin-ishi (the five circle funerary stone of Nippon).

*2. Amidaji Temple.* Deserted for a hundred years and in some disrepair, mosses grow upon the door posts, holes are visible in the once-elegant sloping roof, trailers hang down from the eves. Across what once must have been an ornamental pond, the monk's quarters have all but collapsed into piles of mildewed boards.

Approaching the temple, a strong smell of incense pervades the air, and (if Hoichi has not been accidentally slain or is entertaining Lord Akiyama's ghost in the graveyard) the strains of an unearthly singing with accompaniment of the highest quality from the biwa will be heard. At night, no light will appear in the inner sanctuary where the music is coming from. Unseen things will scuttle away at their approach to hide behind statues and in crevices in the cracked floor stones. The players may be alarmed when Hoichi, presenting a spectral sight, rises up before them in the darkness; he will be naked except for a loincloth, his body is covered with tattoos of the holy *sutras* as a ward against evil spirits, his unseeing eyes will have a glazed and faintly luminous quality. Sonjo will recognise the holiness of the tattoos immediately, but he may be too late to prevent a nervous player from striking...

Hoichi, the blind, rather timid, *biwa* (Nipponese lute) player who lives in the ruined monastery, will tell of certain nights when a samurai comes to fetch him and takes him to play before a great lord. Hoichi is unaware that on these nights he is playing for the ghost of Akiyama, who finds in the beautiful music a momentary surcease from his torment. Hoichi remains in the monastery precincts at all other times and is safe from the *Rokuro-kubi* who dare not enter. He should be treated as an 'extra' (one hit kills him) with a Biwa BCS of 19.

*3. The Island of the Kami.* A small dilapidated shrine made of stone and wood stands on top of the pinnacle island. The shrine was once connected to the mainland by a rope bridge which hangs severed from the side of the island. The bridge appears to have been cut from the mainland where the cut-through ends of the supporting ropes can still be seen attached to stanchions. At night *oni-bi* (demon fires) can be seen to flit around the island, although they are not seen in the shrine. The good *Kami* Ugetsu dwells in the shrine. The *Rokuro-kubi* who wished to dispel his benign magical influence from their stalking grounds, cut the bridge. Ugetsu will reward anyone who repairs the bridge by Instruction. The only way to reach the island is to scale its vertical slopes from a boat; this will be fatal in nearly all cases (a sheer climb at -3 from Climbing capability) unless the player makes use of the rope bridge for the last fifty feet of the ascent. Despite its rotted appearance, the bridge is still magically imbued, and anyone making use of it will be protected by Ugetsu.

Ugetsu, the local *Kami*, is a *Jigami* whose shrine is set on a pinnacle of rock which could be reached via a rope bridge from the cliffs. The *Rokuro-kubi* cut the bridge to prevent neighbouring villagers from making offerings to him.

**Ugetsu the Kami**

| | | | |
|---|---|---|---|
| **Spirit Rank:** | 4 | **BAP:** | 10 |
| **Hit Points:** | 20 | **MNA:** | 2 |
| **Armour Class:** | 5 | **BMA:** | 7 |
| **Zanshin:** | 2 | **Magic BCS:** | 8 |

**Powers:** *Instruct, Fertility* (fields), *Fertility* (births), *Control Phenomena* within 1.2 Ri (about 5 miles) of shrine.
**Spells:** (four times a day each) *dark circle, master of the green, confusing gaze, burning touch.*
**Skills:** Tonfa-te 14, Nunchaku-te 14, Popular Dance 16, Fishing 16.

Ugetsu will appear as an impressive man in silk robes of green dyed with subtle patterns of brown reminiscent of the paddy fields.

*4: The Graveyard.* Here there is a 20% chance of an encounter every two hours.

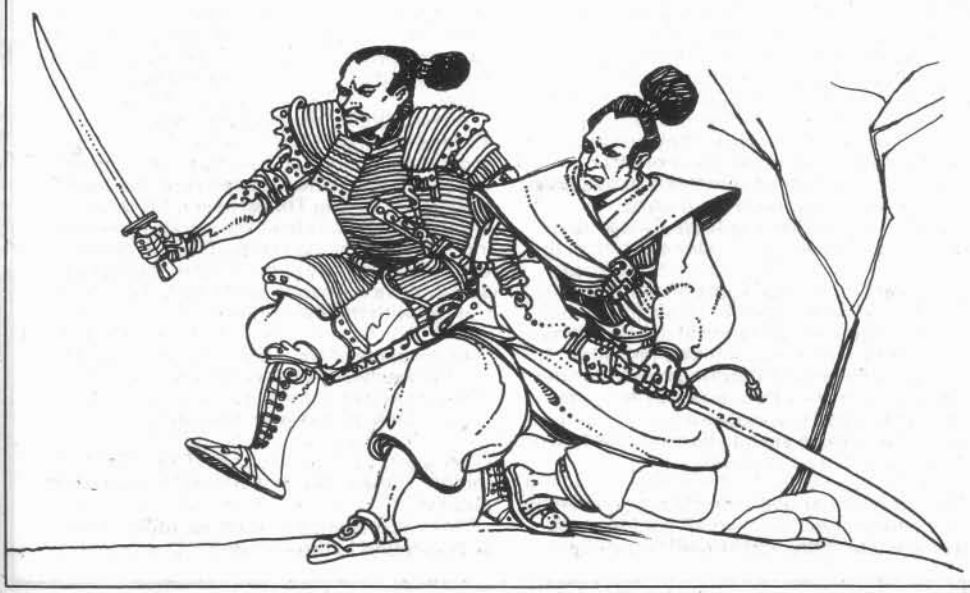
1. The ghost of Tadafune Akiyama (nights of the new moon only).
2. The Mujina (dusk or night only).

Two *Torii* gates (NW and E) lead into the enclosed areas which is now extremely overgrown with ferns and bramble. Around the walls stand the moss-covered *go-rin-ishi* (five-stone tombs) commemorating Lord Akiyama's men. In the graveyard, teetering upon the edge of the eroded cliff-face, stands a larger *go-rin-ishi* which covers Akiyama's grave. An inscription on one of the stones bears the lord's name although this is totally obscured by moss and lichen. Underneath are lines commemorating the sea battle that took place off Asamimura in which Akiyama perished. Players with a good memory for music may recognise in them parts of the songs recited by Hoichi in the temple (that is, if they have heard them). In front of the larger tomb and right at the edge of the cliff, there is an area of flattened grass and bracken where it appears someone has been sitting. Hoichi will be seen to sit here as he recites in front of the tomb at night; Akiyama who leads him down to the cliff's edge from the temple, fades into the five stone tomb at the beginning of the recital. The tomb could be said to resemble a seated man. Akiyama's treasure will be found buried underneath his tomb next to his funerary urn. [see stats.]

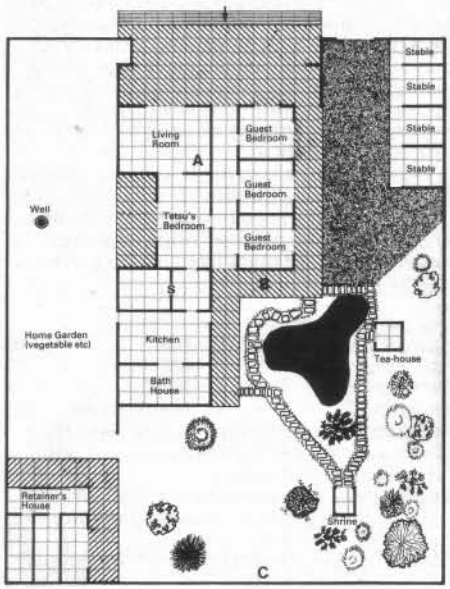
The *oni-bi* frequent the graveyard at all times of the night, and many can be seen whirling around Hoichi's head during his performance. *Oni-bi* are harmless supernatural manifestations.

At the edge of the eroded cliff parts of the graveyard's wall and the lesser tombs hang over empty space. Looking down one can see human bones protuding from the cliff-face where Akiyama's men are about to return to the watery grave a hundred feet below from whence they were pulled.

On rough stormy nights a dreadful wailing can be heard to come from out at sea. The waters are said to be haunted by the ghost of a noble warrior, Tadafune Akiyama, who 200 years ago, died with several of his men in a sea-battle against a band of pirates. Their bodies were brought in and buried up on the cliffs and Amidaji Temple, a small Buddhist foundation, was then set up to commemorate their deaths. The sea has since eroded the cliff so that half the original graveyard has collapsed away, spilling the mortal remains into▷



## JI ZAMURAI'S MANOR HOUSE



▷the waters below – or sometimes onto the beach, where the *Rokuro-kubi* come to feast on the rotted corpses. The spirit of Akiyama grows increasingly restless as his own grave will soon be breached by the erosion. His ghost roams on nights of the new moon – for on such a night was he slain – seeking a priest who will rebury him and perform the *Segaki* service to quieten his spirit.

**The Ghost of Lord Akiyama**

| | | | |
|---|---|---|---|
| **Spirit Rank:** | 5 | **BAP:** | 10 |
| **Hit Points:** | 45 | **MNA:** | 2 |
| **Armour Class:** | 10 | **BMA:** | 5 |
| **Zanshin:** | 2 | | |

**Attack:** Katana, BCS 19, Damage 1d6+3 lethal.
**Treasure:** In grave, a netsuke of a ki-rin (*The Steed of Heaven* from the *Bushido* rules, 3 charges).

The ghost is a *Shura*, gaunt and wild-eyed but much as Akiyama looked when alive. He speaks in a hollow tormented voice, commanding those before him to retrieve his body from its grave on the cliffs and to give it proper burial elsewhere.

*5. The Anjitsu.* Here stands a simple stone tomb covered by moss and lichen. Below it lie the mortal remains of the bad Buddhist priest Hobei, now a *Jikininki*. Players passing near the grove whilst Hobei is still in human form may hear a faint moaning sound, and, approaching nearer, even the sound of grating teeth. Instead of the tomb, the players will see an *anjitsu* or hermitage, in the form of a small cottage constructed of stone, with a sloping, gabled roof made of wood. This will disappear once Hobei has made his confession and *segaki* rites are performed over his body, or when in *gaki* form.

**The Jikininki (corpse eating Gaki)**

| | | | |
|---|---|---|---|
| **Str:** | 30 | **Spirit Rank:** | 3 |
| **Dft:** | 20 | **Hit Points:** | 25 |
| **Spd:** | 20 | **Armour Class:** | 5 |
| **Hlh:** | 3 | **Damage:** | +3 |
| **Wit:** | 5 | **BAP:** | 10 |
| **Will:** | 33 | **MNA:** | 2 |
| **Zanshin:** | 2 | **BMA:** | 7 |
| **Magic BCS:** | 8 | | |

**Attack:** 2 talons, BCS 12, Damage 1d6 lethal Jo, BCS 14, Damage 1d6+3 subdual.
**Spells:** Three uses per day of *shadow cloak*, as cast by level 2 Shugenja.
**Powers:** *Bewilder* (treat as *Awe* but victims never pass out and the effect vanishes when Jikininki departs). *Minor Invulnerability* (takes half damage from non-magical weapons).

The *Jikininki* is a kind of *Gaki*. This one was called Hobei, an ex-Buddhist monk. He usually appears as a normal man, dwelling in his *anjitsu* (priest's hermitage). He feeds on corpses left at the temple gate. This takes five rounds, and if Hobei is wounded he recovers 5 hit points by eating a corpse. Hobei will fight if thwarted from reaching a corpse but once he is glutted he will depart. In his human form, Hobei is surly and irascible but basically contrite about his condition. He was an avaricious priest who thought only of the payment when he performed burial rites, and this dishonour has caused him to become a *Jikininki*. If the party somehow find out the truth about him and confront him with it he will break down in shame and ask to be given *Segaki* rites. After the rites have been performed he and his hut will vanish, leaving the players beside Hobei's moss-covered tomb. Burning the body is not necessary.

**The Village of Asamimura**

Consists of a small *ji-zamurai* mansion and a dozen or so peasant huts.

By night Asamimura is stalked by such grisly nightmares as the undead *Jikininki* and the faceless *Mujina*.

The village of Asamimura is in fact quite desolate – though it appears to be inhabited by a few hardy peasants these are actually *Rokuro-kubi*. By night they hunt, with a 15% chance every two hours of returning to the village.

**The Rokuro-kubi**

| | | | |
|---|---|---|---|
| **Spirit Rank:** | 2 | **BAP:** | 12 |
| **Armour Class:** | 6 | **MNA:** | 2 |
| **Zanshin:** | 2 | **BMA:** | 5 |

**Attack:** Bite, BCS: 12, Damage 1d3 lethal.
**Hit Points:** Headman 15, Strongman: 18, Others 10, 11, 6, 8, 9, 10, 6, 4.
**Treasure:** 2 silver, 40 copper on their persons and hidden in their huts. The *Rokuro-kubi* all act as classic 'Average Men' by day. The Headman is crafty and Strongman is slow-witted; all the others (three women and two children plus men) are of average intelligence.

They appear by day as humble fishermen/farmers of the village. They will be hospitable and put up the party in the dilapidated manor where the squire Tetsu lived. At night they revert to type and will attempt to devour numbers of the party. If the party approaches Asamimura at night they will find the village apparently deserted with several headless bodies, in a state of perfect preservation, lying in some of the houses. Moreover the necks of the bodies will not appear severed, but look as a stalk does when a leaf has been plucked from it. The *Rokuro-kubi* dislike Hobei the *Jikininki* – he devours corpses they would like for themselves. They will tell the players that a *gaki* stalks the monastery grounds and it is probably this that has been terrorising travellers on the moors.

*6. The Village Offering Table.* Closer observation will reveal that the stone shrine at the centre of the village dedicated to the local *kami*, Ugetsu, has had some of its stones dislodged, perhaps in a gale. This damage has not been repaired, and further disrespect has been shown to the *kami* in that the fallen stones now serve as mooring stones for the fishing boats drawn up on the beach. The fishing nets laid out as if to dry next to the boats will also be seen to be in some state of disrepair if looked at closely.

*7. Beach of Skulls.* On the northern edge of the beach, underneath the cliffs, players may spot what appear to be small boulders and bits of white driftwood strewn about. On closer inspection they will be seen to be skulls and bones of Akiyama's men eroded from the cliff above and washed up on the beach by the tide. These relics will be brown in colour; scattered amongst them are the far whiter bones of the *Rokuro-kubi's* latest victims.

*8. The Ji-zamurai's Mansion.* There is a 15% chance of an encounter for every two hours spent in Tetsu's dilapidated house.

1. The Mujina (dusk or night only)
2. The Rokuro-kubi (appearing as normal peasants if during the day)

On close inspection, a few things will appear to be amiss:

(i) The floorboards of many of the rooms and also that of the teahouse appear to have been prised up and then roughly hammered down again. The garden appears to have been dug over thoroughly in a number of places and the earth thrown back loosely to cover the holes. This damage was caused by the *Rokuro-kubi* looking for Tetsu's hidden gold.

(ii) One of the bedrooms (no 3) appears to be not as dusty as the others. A few spots of brown, dried blood may be found on the underside of one of the *tatami* mats; the *Rokuro-kubi's* last victim was devoured here. A pilgrim staff will be found to have been thrown into the undergrowth of the garden.

(iii) A bow with a rotted string and a mildewed quiver of arrows will be found amongst the weeds on the southern porch (**B**). A target butt, partially obscured by climbing plants, stands against the southern garden wall (**C**); one or two arrow-heads are still stuck into it. Two burnt-out torch stubs stand to either side of it, set into the ground. Anyone with any knowledge of archery may make their BCS role to discover that the bow shows signs of fine workmanship (a 3 Man-Rating *dai-kyu*, worth 50 silver when refurbished).

Tetsu, was practising archery one night by the light of the torches; suddenly he heard the sound of sobbing coming from the bushes near the butt. Fearing he had accidentally wounded someone hiding in the undergrowth, he left his bow on the terrace and approached the bushes. In the light of the torches he saw a young woman kneeling on the grass with averted face. As he neared her she turned to reveal the terrible featureless face of the *Mujina*. Tetsu has been mad ever since and has never returned to the mansion.

A suit of armour stands in the living room (**A**), antique-looking with fine embossing. A now extinct clan crest is set into the helmet (the crest is of a wysteria blossom and is made of enamel). A character must make his heraldry BCS to identify as the Tadafune clan emblem. The armour belonged to Lord Tadafune. Its value is 90 gold pieces. It is reputedly haunted, and this has deterred the *Rokuro-kubi* from pilferring it. This rumour has basis in fact; on moonlit night a low ghostly moaning may be heard coming from it. A player approaching closer will hear Lord Akiyama's hollow voice commanding him to find a Buddhist priest so that his body may be reburied with proper rites.

A chest (lock complexity 6) stands in the storage room of Tetsu's manor. The chamber is carefully concealed behind sliding panels which resemble the woodwork of the outer walls. (Wit Saving Throw to see a Hidden Thing). Inside the chest are scrolls representing the deeds of the estate. There is also one with Tetsu's family name (Watanabe) set as a seal into wax. Anyone opening it will be confronted with the following poem:

*In the place of* cha no yu
*Look westward to the setting sun,*
*Bright beneath the water*
*Brighter fish than goldfish swim.*

(This refers to an urn sunk by Tetsu in the middle of the pond, in it will be found 9 gold pieces).

Such accessories as torches, ropes, linen, will be found in the kitchen.□

Treasure Chest *is a regular* D&D *department. This issue we present a short mini-scenario based around some readers' magic items for a low level party, by Jamie Thomson.*

# The Portrait

**DMs Introduction**
The Necromancer [*WD35*], Malmort was recently forced to leave the town of Arkand, as his vile and evil practices had got out of hand. He escaped with his 'life' (badly wounded) and a few meagre possessions, including his Dorianic Portrait [see below].

He moved into an ancient burial barrow near the village of Coldbrook, itself about 50 miles from Arkand. Here, he is continuing his depraved research and has already grabbed several victims from the village to manufacture a few ghouls before returning to Arkand to have his revenge.

**Dorianic Portrait**
**By M Abrahams**
A necromancer can use this to forestall the effects of age, physical evidence of evil, hit point damage and diseases. The portrait allows the necromancer to live in society without seeming obviously vile.

To create a *Dorianic Portrait* a top quality full-size portrait must be obtained (at suitable expense). This must be presented to the necromancer's god during a ceremony at which the 'minimum annual sacrifice' [see *WD35*] must be made. If his god grants the necromancer's wish (60% chance, only attempted once a lifetime) the portrait will absorb the visible effects of evil into itself, so the picture ages whilst the necromancer looks as young, healthy and 'good' as the day of the ceremony. The loss of charisma due to level rises is negated and the necromancer seems a reasonably ordinary man (assuming he was not too corrupt when he created the portrait).

If a saving roll vs death magic is made it will heal combat damage – up to 1d4 a week, and diseases may be transferred to the portrait. Keep a note of all damage and diseases transferred in this way. If the portrait is destroyed then all the evil and stored years are transferred back to the necromancer, wherever he is. This also happens when the canvas rots of its own accord. The necromancer's charisma will drop to zero and he may well be killed by the loss of hit points/diseases. The canvas lasts d20 x 25 years. If the necromancer dies in combat then the canvas will crumble and inflict its burden on the corpse.

Consequently, Malmort is now looking relatively normal.

**Players Introduction**
The players are passing through the village of Coldbrook (or any village the DM would like to use this for). Not unnaturally, they decide to spend the night in the village inn.

Immediately apparent is an atmosphere of fear and insecurity. Nobody is found going outdoors at night, windows and doors are securely locked and boarded etc.

The village headman will approach the players, offer them a drink and tell them this story:

'There have been several disappearances recently. Search parties have been completely unsuccessful – no tracks have been found, no clues – nothing. The shepherd-boy, Glamis, returned last night from his day's work completely insane and babbling. He is now at home in his bed, raving.'

He will offer 150gp (all the village can spare) to the 'warrior adventurers' if they'll help the village, discover what's going on, and put a stop to it.

The players should visit Glamis in the morning. All they will be able to gather, amid his delirious burblings, are the repeated phrases, 'winged skull', 'howling of the dead' and 'the old barrow on the hill'. Glamis is plainly terrified – out of his wits with fear... The headman will explain that the barrow on the hill is an ancient burial mound, hundreds of years old. Obviously, the players should pay it a visit.

The players will be directed to the barrow and will find the entrance set into the side of the hill, flanked by 3 large Stonehenge-type stone blocks. A smell of decay, foetid and dark, wafts from the portal. Inside, is a single cavern – about 30' x 30'. Immediately, Malmort's Skull Guard [see *WD35* for stats] will attack the players. Malmort himself is nowhere to be seen. After dealing with the Skull Guard the players will see a large slab with the body of a recent victim on it, in some sort of state of preparation for some diabolical necromancy. In a corner of the tomb stands the portrait of an extremely degenerate and evil looking man. What's more the painting depicts him as severely wounded – in fact barely alive. A wooden desk (next to a straw pallet) has various items on it – dead rats, heads, bottles of blood, Books of the Dead etc, of course.

At this point Malmort himself will enter the barrow. (He was out getting food.)

Malmort, 6th level Necromancer [*WD35*] Str: 18.00, Wis: 7, Int: 16, Dex: 12, Con: 15, Cha: 10 (5). Abilities: *Evil Eye, Speak with Dead, Animate Dead, Grave Noises, Manufacture Ghoul, Sense Life, Create Skull Guard, Unholy Strength of the Eternally Damned* (performed on himself). AC: 10. Dagger, short sword, *Ebony Horn*. Hit Points: 24.

Having realised he has 'guests' Malmort (looking fairly normal), will do some quick thinking and announce himself as a messenger from the village ('the headman wants to see you'), to gain a few moments time. Players may notice a certain similarity between Malmort and the portrait if they make a saving roll against intelligence. As soon as he can Malmort will blow his *Ebony Horn*, ordering the undead to attack the players.

**Ebony Horn**
**by Mark Byng**
This ornate black horn does not require a command word to operate but only clerics, fighters, thieves and necromancers can use it. Once per week it can be used to summon undead. When the horn is blown roll 1d10:

| *Die Roll* | *Number & Type of Undead summoned* | *Chance of Control* |
|---|---|---|
| 1 | 1-20 Skeletons | 100% |
| 2 | 1-10 Zombies | 100% |
| 3 | 1-10 Ghouls | 95% |
| 4 | 1-6 Shadows | 90% |
| 5 | 1-4 Wights | 85% |
| 6 | 1-4 Ghasts | 85% |
| 7 | 1-3 Wraiths | 80% |
| 8 | 1-2 Mummies | 75% |
| 9 | 1-2 Spectres | 75% |
| 10 | 1 Vampire/1 Ghost | 70%/65% |

On the round after blowing the horn the summoner must concentrate on controlling the undead (+5% for necromancers). Check each summoned creature individually, those undead which are controlled are completely at the summoner's command, those which aren't may do as the DM wishes. If the character activating the horn is good then he/she will be unable to control any of the summoned undead and attack on the summoner will be automatic.

The summoning lasts until the undead are slain or until 2d4 Turns have elapsed; whichever occurs first. Should there be any additional undead (victims of vampires, wraiths etc) they will disappear along with their 'masters'.

If the players seem to be defeating his undead Malmort will *Animate* the corpse on the slab but will only enter the combat if he has to. He won't try to escape unless things are going very badly *and* he has his portrait. Malmort's main concern will be to keep the players away from the portrait, or to separate them from it. He will order his undead to this end. He will become *very* agitated if anyone goes near it. Destroying the portrait will cause Malmort to lose 22 hit points immediately and he will fall to the ground, temporarily incapacitated – any undead will stand motionless while control wavers (unless he's already wounded, in which case he'll die – no chance to *curse*). The players will have one free round in which to finish him off (if they've any brains!).□

Fiend Factory *is a regular department featuring readers' monsters for* D&D *and AD&D* edited by Albie Fiore. This issue...

# MINI-MONSTERS

## Tiny Terrors to cause Trials and Tribulations

### DIABOLO
**By Phil Masters**

| | |
|---|---|
| **No Appearing:** | 4-80 |
| **Armour Class:** | 9 |
| **Movement:** | 6" |
| **Hit Dice:** | 1d4 |
| **Treasure:** | Individuals, L; F, W, Tx3 in lair |
| **Attack:** | Knife for 1-2 points of damage plus spells |
| **Alignment:** | Lawful evil |
| **Intelligence:** | Exceptional |

Diabolos are close relatives of kobolds (with whom they very occasionally co-operate), and are much the same size but have paler skins, larger horns, less strength and greater intelligence.

Each diabolo tribe is well organised and possesses a spell-book with the full range of first and second level MU spells, plus 2-8 third level. Each tribe member can read this, being a naturally skilled magic-user, and any diabolo can memorise up to two spell-levels (ie two first or one second level spell) for use in the normal way. In addition, all will be familiar with the full range of magical devices possessed by the tribe.

If a diabolo tribe is being randomly determined, roll 1d20 for each member and consult the following table for spell(s) memorised;

1-3 two *sleep*
4, 5 *sleep* plus *charm*
6 two *charm*
7-9 *web*
10 *invisibility*
11 *sleep* plus *magic missile*
12 *charm* plus *magic missile*
13 *sleep* plus *shocking grasp*
14 *charm* plus *shocking grasp*
15 *friends* plus *magic missile*
16 *sleep* plus (1)*
17 *charm* plus (1)*
18 *magic missile* plus (1)*
19 (1)* plus (1)*
20 (2)†

* (1) indicates any randomly determined first level spell.
† (2) indicates any randomly determined second level spell.
All spells are cast as if by second level MU's.

For every ten diabolos encountered there will be an additional leader type with three hit points, able to memorise an additional (random) first level spell, operating as a third level MU and doing 1d3 with his knife.

Each diabolo tribe has a large chief, armed with a 1d6 quarterstaff, rolling twice on the table above for spells memorised and then adding one second and one third level spell at random from the tribal book and with five hit points and fifth level MU power. This chief will have three leader type bodyguards.

A diabolo tribe has a 70% chance of 'familiars': 40% giant owls (1-3), 40% giant weasels (1-4), or 20% wolverines (1-4). These will guard the lair.

As with their close cousins, the kobolds, diabolos generally inhabit dark places in overgrown forests or underground. They hate bright sunlight, but have excellent night vision and 60' infra-red vision. In hand-to-hand combat in bright sunlight, they operate at −1 to hit.

They also share the kobold hatred of other life forms (especially brownies, pixies, sprites and particularly gnomes who they will attack on sight), and the delight in torture.

In addition to their own tongue, alignment language and common, diabolos also speak kobold, goblin, and orcish. They are 75% likely to be able to speak some others but this would vary from individual to individual and would depend on circumstances.

### TROLLKIN
**By Dan Lukacinsky**

| | |
|---|---|
| **No Appearing:** | 1-3 |
| **Armour Class:** | 3 |
| **Movement:** | 14" |
| **Hit Dice:** | 1d8 |
| **Treasure:** | N |
| **Attack:** | One bite for 1d4 or by weapon type |
| **Alignment:** | Chaotic neutral |
| **Intelligence:** | Very |

The trollkin is a very strange combination of a brownie and a troll. They prefer to live in small holes or mounds and are somewhat sloppy. They love hard drink and all cheeses. They speak Common, Troll, Gnome, Halfling, Sprite, Pixie and Brownie.

If they carry a weapon it will usually be a dagger or a small net, sometimes many will get together with a large net (10% chance of being a *Net of Entrapment*) and attempt to trap passing creatures, but their favourite weapons are daggers (55% chance of being magical). They never carry anything but a dagger or net, at least none have been seen otherwise.

They hate gnomes, halflings and dwarfs, but their mortal enemies are

pixies who they will attack on sight.

Trollkins have weak infravision at 20'. They may become *invisible* at will and have limited spell ability usually one 1st level magic-user spell determined at random. Like trolls, they regenerate 3hp per round and may rebond severed limbs. Also once per day they may *call lightning* as the 3rd level druid spell. They are surprised only on a roll of 1 on a d6. They make saving throws as a 5th level fighter.

Very rarely a trollkin may be of a player-character class (4% chance). It may progress up to 5th level as a thief, up to 6th as a fighter or up to 8th as an assassin.

Trollkins vary in colour from grey-black to sandy-brown. Their eyes are a hazel or light-green. Hair is dark to light-green. They are surprisingly strong – +1 on any damage they inflict. They wear finely crafted leather garments and boots. At 3' tall they are on good terms with most forest creatures. They have a life-span of 3000 years.

---

**TRIST**
**by John R Gordon**

| | |
|---|---|
| **No Appearing:** | 1 |
| **Armour Class:** | 10 |
| **Movement:** | 0" but can be carried |
| **Hit Dice:** | 1 hit point |
| **Treasure:** | Completely variable |
| **Attack:** | See below |
| **Alignment:** | Chaotic evil |
| **Intelligence:** | Very high |

The trist is an asexual, truly malignant creature. It is born at any source of great evil or hate (an evil temple, or the site of a massacre, etc). A large (2'x2½'), clear crystal egg appears, inside which the trist itself lives. The egg is fragile and will shatter at a blow, killing the delicate trist inside, which is suspended in ethereal liquid. The trist appears as a neckless, shrivelled humanoid head, green , wrinkled, slimy and continually moving and twitching. Its eyes are cold, devoid of mercy or passion and its thin mouth is arrogant. The 'head' is surmounted by fibrous, rootlike, growths in constant motion, which give the trist buoyancy.

Then it waits to be found, feeding on the evil emanations at its birth-place. For the trist feeds on hate and ceases to exist without it. Thus the trist is always scheming to create hatred, upon which it can feed. The trist can *charm* up to 3 creatures (who must save v magic if within 30' of it). If they fail, they will become fanatically loyal servants of the trist for as long as it lives, and will carry it about with them so that it can carry out its evil deeds. The trist communicates with anyone who comes within 6" of it. Once 3 creatures have been *charmed*, the trist cannot control any more until 1 or more of them have been killed.

(Note: it is unlikely that the players will find the trist just after "birth" and be *charmed* by it. More likely they will find it at the heart of some chaotic and seemingly senseless situation.)

The trist then moves with its fanatical servants, usually to a town, to stir up and generate hatred. It is in planning this that the trist needs considerable cunning and intelligence, as well as ruthlessness (it will not hesitate to have one of its own servants killed to acquire a more important one). Hate can be generated in so many ways; setting different races off against each other; encouraging oppressive government and/or revolt; even throwing down money in the streets to generate greed and hatred or the unfair favouring of unpopular individuals.

If the trist is found when its followers are not at hand to defend it, it will try to convince the players it is a good or neutral harmless keeper of information.

Note: should evil players attempt to enter the trist's employment, it will merely pay out uneven and unfair wages to the players, to generate hatred between them. (It feels no need for servants other than its own *charmed* fanatics).

The trist is immune to *sleep, charm* and *suggestion* spells and has the psionic ability of Unlimited Telepathy. It is immune to psionic attacks except Mind Blast.

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**KROWKS**
**by Dale Hueber**

| | |
|---|---|
| **No Appearing:** | 1-12 |
| **Armour Class:** | 5 |
| **Movement:** | 3"/18" |
| **Hit Dice:** | 3d8+1 |
| **Treasure:** | I |
| **Attack:** | Two claws for 1-3 each and one bite for 1d4+1 plus special |
| **Alignment:** | Chaotic evil |
| **Intelligence:** | Low but very cunning |

With their 4' (average) wing-span and blood red eyes and beak, Krowks are terrible, black crow-like demons from the *Planes of Hell* and the *Abyss* that feed on the pain and torment of the souls there. They are sometimes sent by the Lords and Princes of Evil to aid their kind on the *Prime Material Plane* or as familiars to powerful magic-users and illusionists. Their coming is considered to be an omen of the worst kind.

They have 20% magic resistance and have the following powers, one per round, at will: *darkness 5' radius, fear* (as wand), *detect invisible, detect illusion,* and *detect good*. They can *teleport* once per day and *curse* their victims once per day with their demonic cawing. Their bite drains one point of strength in addition to the normal damage.

They have an avaricious greed for shiny objects and love the taste of bloody eyes.

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**GROMIT**
**By John Smart**

| | |
|---|---|
| **No Appearing:** | 1-20 |
| **Armour Class:** | 5 minimum |
| **Movement:** | 7" |
| **Hit Dice:** | 3d8 |
| **Treasure:** | Nil |
| **Attack:** | Bite for 1-3, 2 claws for 1d4 each, 2 feet for 1-3 each, tail lash for 1-2 and 4 stings for 1hp each |
| **Alignment:** | Neutral |
| **Intelligence:** | Low |

Gromits are tough, round little creatures, usually about 3' tall. They are quite dextrous and agile due to their three legs (dexterity 12+1d6) gaining dexterity bonuses on their armour class. Due to their small globular shape and their third leg, they are rather difficult to outflank or attack from the rear unless surrounded.

Their bodies are dark brown, getting lighter at the appendages. Their antennae are almost black.

The gromit attacks with its beak for 1-3, its 2 claws for 1d4 each. It can also use two of its three feet per melee round doing 1-3 each and a tail lash which hits for 1-2. In addition it also has four wire-like antennae protruding from the top of its head/body, of which it will use 1d4 to attack each melee round for a 'sting' of 1 hit point each.□

# Pitbits

Editorial Offices **The Abyss, Nr Pandemonium, The Outer Planes.**
Editor **Demogorgon.** Advertisement Manager: **Orcus**

## World's Worst Holiday Spot

HALF the holiday-makers who go to Kadath suffer from some sort of mental disorder. It is the worst holiday spot in the world for insanity according to *Theatre of The Mind Enterprises*.

The US based team have conducted investigations in their latest *Call of Cthulhu* scenario, *Pursuit to Kadath*. The problem seems to stem from the minions of Cthulhu to be found there.

Adventurers are advised to take precautions if they are taking a trip there. Avoiding unwashed fruit, and tap water will not help, but *Chaosium* have released *The Cthulhu Companion* which contains snippets and expansions of the Cthulhu mythos that should prove of benefit to anyone planning a trip there.

Another boost for intrepid souls is the release of boxed sets of *Call of Cthulhu* figures by *Grenadier Miniatures*. The two sets available are *Adventurers* and *Monsters*.

## Travel Hazard

*A WARNING for anyone planning a car trip this month: Watch out for Autoduellists! The roads could prove a death-trap following the release of Car Wars Expansion Kits IV* and *V* by *Steve Jackson Games*. Both provide more road maps and countless vehicle counters.

The roads will be further congested by the influx of *Car Wars Miniature* released by *Grenadier Miniatures*. There are 8 different blister packed sets in the range.

## Copper Kudos

COMMUNITY policing has proved a success for *Judge Dredd*, the cop of the future. *Games Workshop*'s game has become the first hobby game to be selected by the *Design Centre*.

*Games Workshop*'s new release for this month, *Talisman*, a role-playing board game, is also creating considerable excitement in the trade. In the words of one hardened gamer, 'It looks so good, I'm just itching to play it'.

## LOOK OUT FOR SCOUTS

THE Scout movement will receive a much needed shot in the arm with the release of *Scouts* from *Game Designers' Workshop*. This is *Traveller Book 6* and completes the *Mercenary/High Guard/Scouts* trilogy.

Also imminent is the *Traveller Adventure*, the companion to the *Traveller Book*, and a new *Traveller* adventure *Safari Ship*.

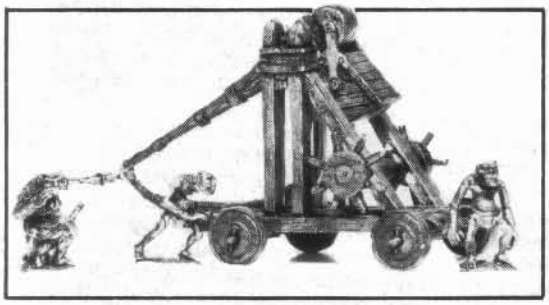
## Frontiers of Space Expanded

SCIENTISTS at the *TSR* laboratories claim to have expanded the existing frontiers of space. The revelation comes in their latest release *Night Hawks*. Their contention is that this is not a simple extension of *Star Frontiers* but details an entirely new galaxy with new rules to match. It is more than simply an add-on to *Star frontiers*: featuring as it does an additional space battle board game.

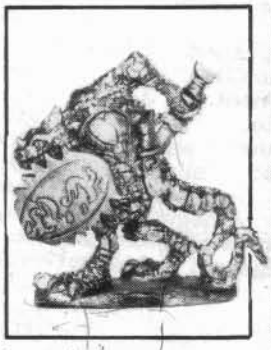
## Something Chaotic This Way Comes

AT LAST! Something to delight the fiends of the Abyss! *The Mark of Chaos* - the generation of chaotic features for RPG characters - is a feature in *Citadel Miniatures* brand new catalogue cum magazine. magazine. With their policy of systematically re-modelling figures, *Citadel* found that a catalogue would be needed at regular intervals. Hence the new *Citadel Compendium*- an irregular journal. The first issue not only contains line illustrations of all the current *Citadel* figures, but a *Warhammer* Scenario, *The Mark of Chaos*, SF in *Warhammer*, *The Beginners Guide to Figures Painting*, and more.

## WARMACHINE FOR SALE



ARE you planning to lay siege to your neighbour's fort? Fancy bombarding those noisy hobbits at the end of the street? Then head for the local Orc village where their latest *Monstrous Orc War Machine* is up for grabs. Designed by Tony Ackland, the machine comes complete with a crew of 3 orcs in *Citadel Miniatures*' newest boxed set. The bidding should be interesting and possibly bloodthirsty with representatives of each of *Citadel*'s other new boxed sets present. They are (above) *Troglodytes* and (below) *Lizard Warriors*. Both sets were sculpted by Tom Meier.



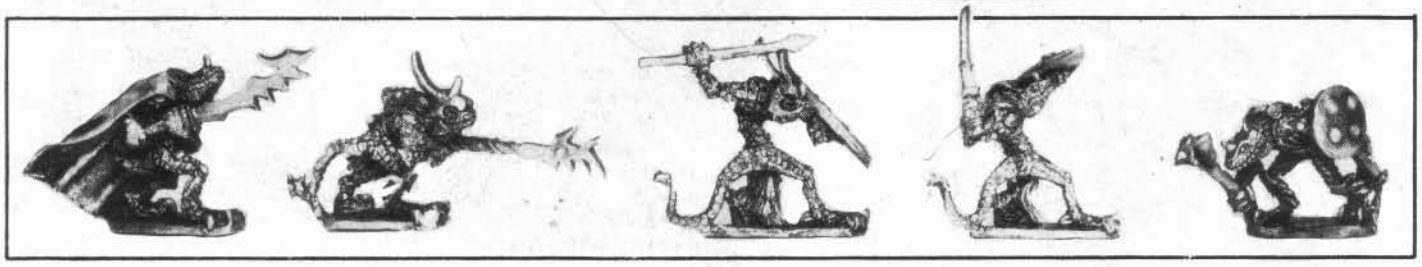
## TO THE WOODS!

WOODELVES will be not be too pleased to hear what is to the south of their homelands, *Northern Mirkwood*. *Iron Crown Enterprises* have just released the details in the latest in their *Middle Earth* series of play aids. It is *Southern Mirkwood - Haunt of the Necromancer*.

*ICE* should also be releasing their Middle Earth game *Fellowship of the Ring* in the not too distant future.

## Next Issue

WHAT you've been waiting for in the next sensation saturated *White Dwarf*: *The Lone and Level Sands*, an *AD&D* AND *RuneQuest* adventure set in a demon-infested desert tomb; *Database*, updating computers in *Traveller*; a new cult for goblins in *RuneQuest* plus all the regular features and more.



# THRUD THE BARBARIAN

THE TROVELLERS
CHAPTER TWO: HAYES' SECRET
Hayes now reveals why an Atari Death Squadron is so intent on burning the ship into vapours...
AH... GUYS... SYRENA.. YOU'VE PROBABLY BEEN WONDERING WHAT AN ATARI DEATH SQUADRON AND I HAVE IN COMMON
IT HAD CROSSED OUR MINDS
WELL IT'S LIKE THIS... I USED TO SHIP SPICE FOR AFTAB THE GREEK
NOT AFTAB THE GREEK!
WHO ARE WE TALKING TO?
THE DEALS WERE SHADY... AND I MADE THE MISTAKE OF CROSSING AFTAB..
Slippity Slop
Slobber Slurp Burp
FWOOSH
"...On my last trip I dumped the spice and tried to make a profit on the insurance deal..."
SPICE
ALL THINGS NICE
"...Aff mustuv got wind of it and sent out his bounty hunters to get me."
ARK © 83
I'LL DO IT.
AND US UNFORTUNATELY. YOU KNOW, SOMETIMES HAYES, I COULD QUITE HAPPILY STRANGLE YOU.
RED ALERT!
RED ALERT!
BUT BUSINESS BEFORE PLEASURE. HEADS UP GANG... HERE THEY COME!
WEAPONS ACTIVATED
FRAK
VROP VROP
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NEXT MONTH: ZAP, ZAP, DIE, BLAMO

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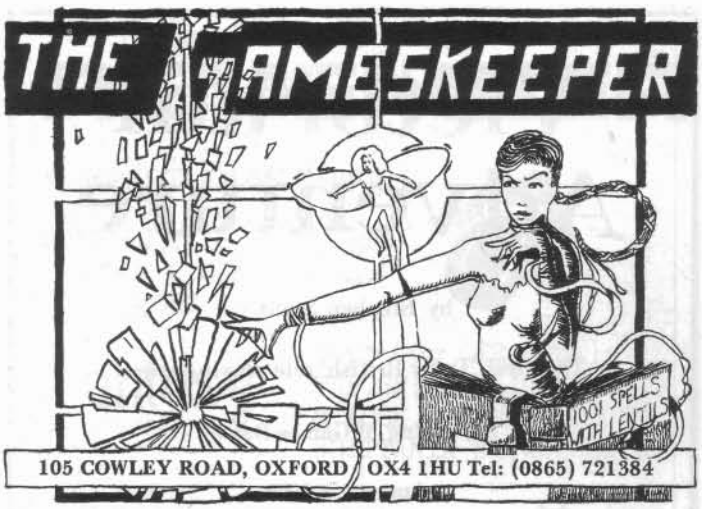


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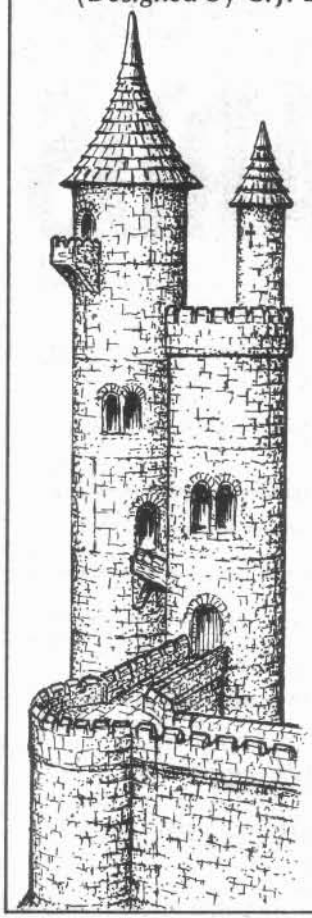

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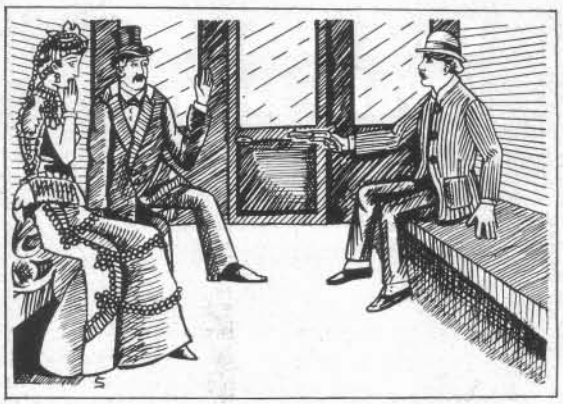

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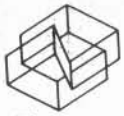

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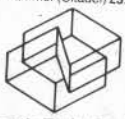

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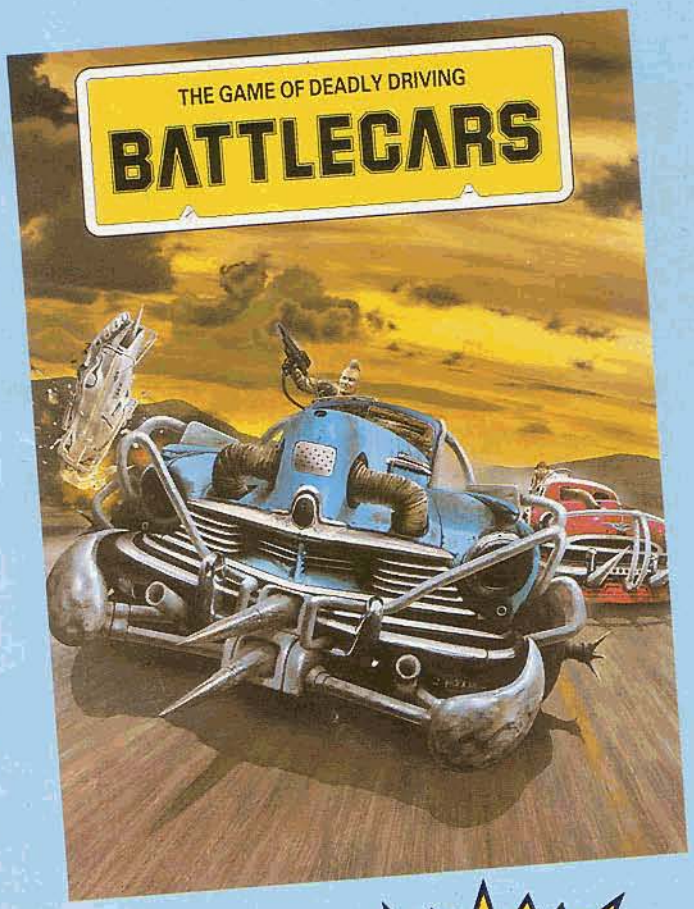


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